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NO.1 For Pokémon!

POKÉMON WORLD™

ISSUE 86

NEWS!
Hot Pokémon gossip and rumours for 2009!

GAMES!
All the latest fun games for every format inside!

MOVIES!
Which is your favourite Pokémon movie of all time?

PUZZLES!
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Hey there,

Pokémon fans! Happy New Year to you! Hope you all had a great Christmas and got lots of brilliant Pokémon stuff from Santa. So it's 2009 already, eh? A new year and new Pokémon games to enjoy! This is the year of *Pokémon Platinum*, with the release date of the English version announced in America and the UK surely not far behind. We've got this and more exciting news in our Mew's News. Also this issue, a cool movie feature, the latest videogames and news on Pokémon Trading Card Game events around the country.

Keep on playing and enjoying Pokémon!

MEW'S NEWS
4 The 492nd Pokémon is officially unveiled on the **Pokémon.com** website. But then we already knew about it!

POKÉMON THE MOVIE 2000
10 Continuing our series of features on the great Pokémon movies, we come to 2000's blockbuster, *The Power Of One*.

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45 Got lots of Christmas presents to say thank you for? Why not do it with a special Pokémon card?

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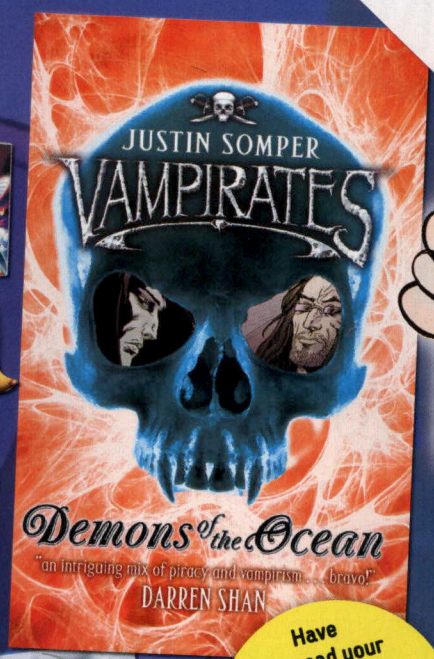
46 Every Pokémon game ever reviewed and rated for your reading pleasure. Don't buy a game without it!

CROSSWORD PUZZLE
49 Have you seen *The Rise Of Darkrai* yet? Well, try our special crossword based on the movie then!



Have you read your free *Vampirates* book yet? Grab it now for the latest instalment!

The best DS sticker kit ever! A free *Shadows Of Almia* set for you this month!

Take on the Legendary Pokémon Darkrai in our crossword puzzle over on page 49.

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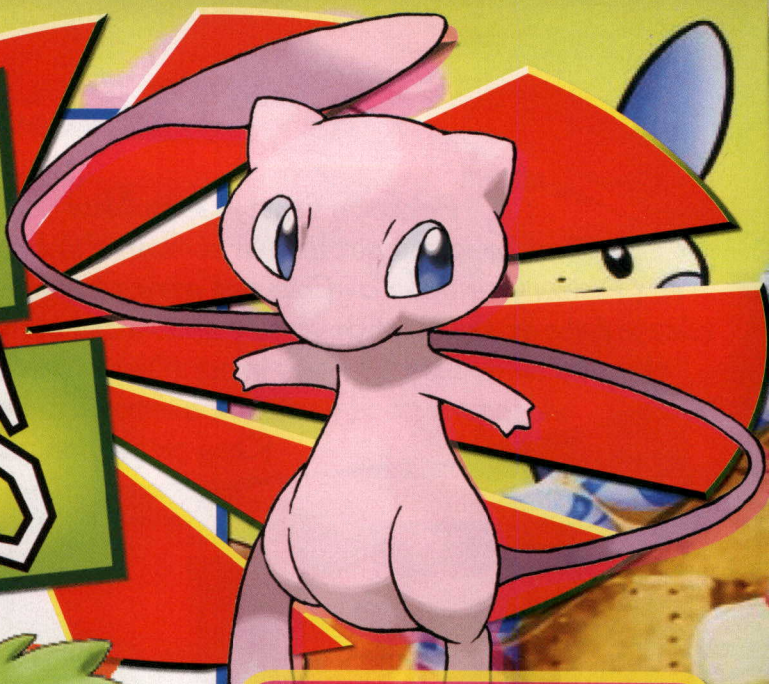
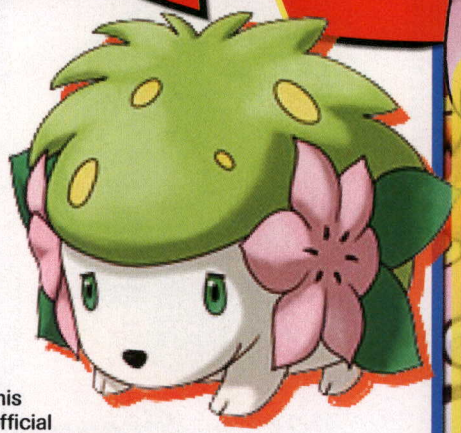
MEW'S NEWS



Shaymin Officially Unveiled!



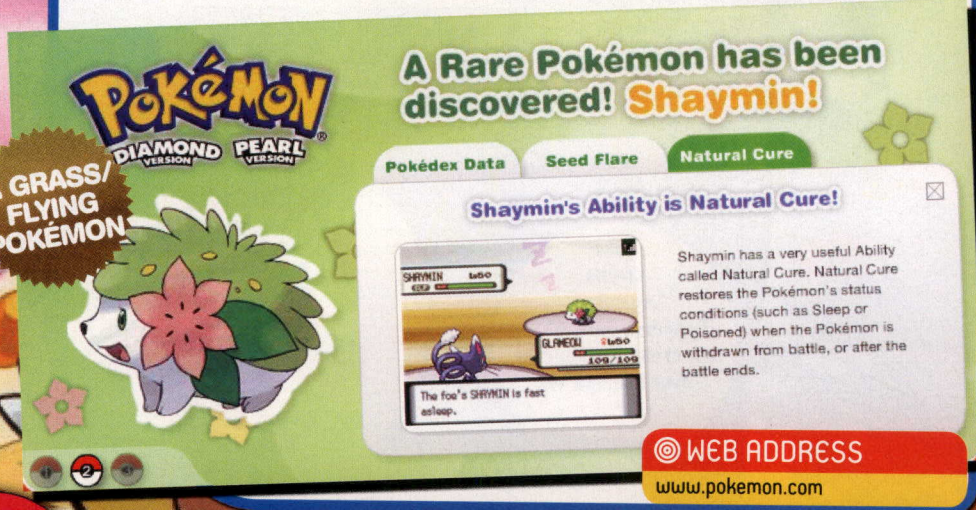
Pokémon.com website officially announces the arrival of Shaymin as the 492nd Pokémon in the National Pokédex...

The world of Pokémon exists in a strange way. We already know that the 492nd Pokémon in the National Pokédex is Shaymin; we have even shown you this Grass/Flying Pokémon's Sky Forme and it is one of the stars of the Pokémon movie *Giratina And The Sky Warrior*, but rather bizarrely, the Pokémon.com website has just officially 'unveiled' Shaymin to the world.

The website teased Pokémon fans with a silhouette of the monster for a few weeks, but on 28 November, it updated this to a full description of Shaymin confirming that its signature move is Seed Flare and its ability is Natural Cure. Shaymin is a mysterious Pokémon and doesn't appear in the *Diamond*, *Pearl* or *Platinum* games in normal gameplay, Nintendo will be cooking up a special method for die-hard Pokémon collectors to get their hands on this official English version of the Pokémon.

We can understand why Nintendo acts in this way, because it's fun to build up the anticipation of a new Pokémon, but in this modern world of the internet, anyone who wants to can find out exactly what is going on in Japan as it happens. We can even translate official websites if we wish (although sometimes they are still hard to understand!) so pretending that Shaymin has never been seen before is odd.

It looks like Shaymin is going to be lots of fun, though! Its Seed Flare exclusive move sends a shockwave erupting from its body and has an amazing 120 Power. It can even lower your opponent's Special Defense. It's Natural Cure ability is also worthwhile – it restores conditions like Sleep or Poisoned when a Pokémon withdraws from battle. Very handy indeed!


Pokémon
Diamond Version
Pearl Version
A Rare Pokémon has been discovered! Shaymin!
A GRASS/FLYING POKÉMON
Pokédex Data
Seed Flare
Natural Cure
Shaymin's Ability is Natural Cure!
Shaymin has a very useful Ability called Natural Cure. Natural Cure restores the Pokémon's status conditions (such as Sleep or Poisoned) when the Pokémon is withdrawn from battle, or after the battle ends.
SHAYMIN
GLAMEOW
The foe's SHAYMIN is fast asleep.
WEB ADDRESS
www.pokemon.com

Coming Soon to a Bedroom Near You...

Naruto Unleashed Series 5 Part 2 (eps 118-130)

Format DVD • **Studio** Manga
Rating 12 • **Release date** 23 February

Joining Naruto on a rescue mission are Shikamaru, Choji, Kiba and Neji. Sasuke has been sealed in a drum-like coffin and has to be rescued. Luckily the newly recovered Rock Lee is on the way to help out!

Futurama Into The Wild Green Yonder

Format DVD • **Studio** 20th Century Fox
Rating 12 • **Release date** 23 February

What Matt Groening did when he got bored of *The Simpsons*, this DVD is a special all-new feature-length spectacular starring Fry, the kid from 1999 cryogenically frozen into the year 3000, and his new pals.

Tomb Raider: Underworld

Format PlayStation 2 • **Publisher** Eidos
Game type Adventure • **Release date** 16 Jan

Already out on other systems, the middle of January sees the game's release on the trusty old PlayStation 2. It's well worth it, being one of the best adventures Lara Croft has ever embarked on. Get it!

Club Penguin: Elite Penguin Force

Format Nintendo DS •
Publisher Disney Interactive
Game type Action • **Release date** 27 February

Club Penguin is a cool website that Disney has created for kids to play safely online, and now it has a DS console version to bring the Penguin experience into the gaming world. Lots of fun and games!

USA Release Date For Platinum!

The Pokémon Company and Nintendo announce the English version...

The date has been set – 22 March will see the launch of the English language version of *Pokémon Platinum* in America. No news on the UK release date just yet, but we're guessing it won't be too far behind. The big news is that what we have known as The Torn World – the weird-looking 3D areas that warp time and space – has been renamed to The Distortion World. The official website boasts that never-before-seen Formes of Pokémon will inhabit the game, there will be upgrades to the Global Trade Station, (renamed the Global Terminal) and you can record battle videos into a Vs Recorder. We can't wait!

Pokémon Face-Off Goes Live!

Good news, Pokémon fans! Our very own Pokémon battling website has now gone live, giving you the chance to put your favourite Pokémon in the top slot!

It took a lot of data inputting, but our super-cool Pokémon Face-Off website went live back in December and has already clocked up thousands of battles between the great and the good of the Pokémon world. 'But how does it work?', I hear you cry...

Each time you click on the 'New Face Off' button, a random selection from the 493 Pokémon in the National Pokédex will pop up on the screen and prepare for battle! You can find out all about these two monsters by looking under their picture. All the base statistics are there, so you can treat the Pokémon Face-Off game like a kind of Top Trumps for Pokémon – clicking on the strongest monster to make it win the battle. If you click the 'View Profile' button, you will get even more info on this Pokémon – a description, their Pokémon classification, weight, height and ability so you can make a more informed choice.

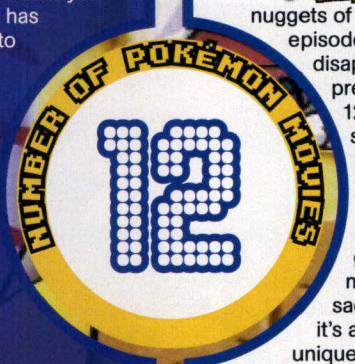
Once you have played through a few battles, you can then check whether your favourite monster has come in the Top 100. The website tells you how many battles that Pokémon has completed and sorts them all into order of superiority. Can't find your favourite? Try the bottom 100 instead – it might well be hiding in there!

So point your web browser to www.pokemonfaceoff.com and start clicking on your favourite Pokémon. Come on, Pikachu!

12th Pokémon Movie Teases New Pokémon?

We investigate a new Pokémon movie trailer and discover the identity of a mysterious fifth-generation Pokémon...

We like to keep our eyes on the Japanese Pokémon cartoon here at Pokémon World as there are often little nuggets of Pokéinfo given out after episodes. We were certainly not disappointed recently, as a preview of the forthcoming 12th Pokémon movie showed Pikachu standing next to a mysterious pointed ear electric Pokémon. While many speculated it was a fifth-generation monster, sadly it's not, it's actually a unique evolution of Pichu with a notched ear. You can see this new Pokémon in the poster below, it's female and is fond of eating Grepa Berries! More info on this exciting new movie as we get it!



Just Aired In America...

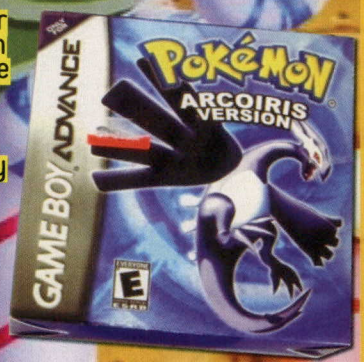
A look at the latest episode of the Pokémon anime series to air in the USA called 'Fighting Fear With Fear!'.

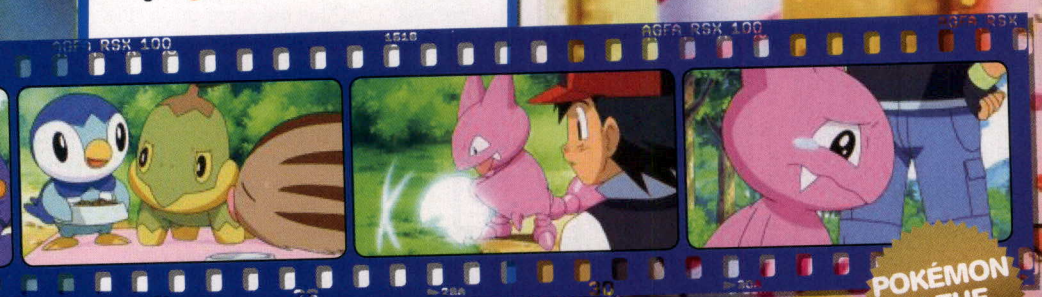
Ash has a lot of training to do with his Gligar Pokémon, but it's tough going as our hero finds out that the Pokémon has become frightened of battling since it fought against Paul's Gliscor. The gang meet up with Gary, and Ash asks his help in solving Gligar's problem. It turns out that Gary has something up his sleeve that will change Gligar forever!

This episode has the first instance where one of Ash's Pokémon evolve using an item rather than through battle. Gary has a Razor Fang that he gives Ash to evolve Gligar into a Gliscor. This settles all of the fears in the Pokémon and it and Ash soon returns to the fight!

WARNING

Watch out for this Pokémon Arcoiris game on car boot sales and websites! It's obviously fake and is a badly made rip-off of Diamond & Pearl for Game Boy Advance





POKÉMON IN THE USA!

Pokémon Ranger: Shadows of Almia Character Profile

Crawford

Based in the ranger base of Vientown, along with his partner Pokémon Budew, Crawford is one of the stars of *Pokémon Ranger: Shadows Of Almia*. We first come across this Pokémon Ranger in the Outdoor Class at the Ranger School where he is taking questions from the students. He doesn't hang around for long, though – he gets a call that a Pokémon is in danger and has to rush off. When you qualify as a Ranger later in the game, you get to go on several missions with Crawford, the first of which is to deliver the Vien Tribune to the citizens of Chicole Village and Vientown.

Down the Book Shop

We take a flick through the latest offerings from Puffin Books...

Pirate School: The Curse of Snake Island

Brian James

The pirate ship's first mate, Rotten Tooth, sees Pete and his friends more as an annoyance than pirates in training. As the ship heads towards Snake Island, Pete has an idea to earn some respect. Shiver me timbers!

Doctor Who: The Dust of Ages

The Darksmith Legacy: Book One

Justin Richards

The Doctor arrives just in time to lend a helping hand to a survey team of scientists drilling beneath the Moon's surface to discover the cause of an unusual power source. The adventure continues with deadly lunar dust and a Crystal that has been lost for centuries. Unfortunately, it's just what the Darksmiths have been looking for and they have despatched an Agent to recover it. At any cost. This is the first of two books covering this exciting new *Dr Who* adventure.

Dogstar

Philip Dalkin

Set far into the future – the year is 2347. Every living thing has to move to a new planet because we have completely wasted Earth's resources. But along the way the Dogstar – a Space Ark filled with all the world's dogs – goes missing, and the Clark kids begin a daring mission to rescue their beloved pet, Hobart. Will they find their dog? Well you'll just have to pick up a copy of this great book to find out! Well worth a read.

WEB ADDRESS
www.puffin.co.uk

Pokémon Challenge

LET BATTLE COMMENCE!

Henrie is our resident Pokémon champion, have you got what it takes to beat her? This month, Jacob steps up to the challenge. He's all talk in our email correspondences, which we always kind of like, but will he be up for a beating? We'll see...

Fight!

We're seeing a pattern starting to emerge in our battles: the same Pokémon appear with unerring regularity. Metagross is a favourite among the battlers and so is Blissey. Will this pink, apron-wearing blob beat the mighty Henrie? On another note, this battle runs in at under three minutes (they usually knock on for five, maybe longer)!

On with the match... first up it's steely Metagross vs the cute little Blissey. We order Metagross to use Meteor Mash, the screen twinkles with the power of the magic, but it only takes Blissey's health down by half. Our opponent replies with Thunder Wave, which paralyses Metagross – oh dear. Blissey then uses Seismic Toss twice, and Metagross is off the battlefield on a stretcher. Hitmonlee is our next choice, the kung fu kicking, mouthless Pokémon is a series classic and we couldn't wait to hit Blissey with Close Combat. It lays down Blissey in one hit – kick butt! Jacob brings out Deoxys, a Pokémon we've always thought is a little bit spooky. We're not wrong, either: its Energy Ball attack takes Hitmonlee's health down to just 34 points. With only one and a bit Pokémon left, are we doomed? Earthquake is our next choice, shaking Deoxys's health down to a thin sliver. Jacob then, somewhat unwisely, uses the positive status spell Cosmic Power. With only a bit of health left, it's pointless because his Pokémon faints from the next Earthquake attack. His final Pokémon is Empoleon, a Pokémon that resembles some sort of armoured pigeon. All too easy, Hitmonlee's Close Combat decimates his health and it's the end of the match. Henrie has destroyed the opposition once again... who's next?

We choose You!

How to challenge us...

1

You need a copy of *Pokémon Diamond* or *Pearl* – duh!

2

Email your details, your photo and your Friend Code to pokemonworld@imagine-publishing.co.uk with the subject line 'Challenge'.

3

If you get chosen, we'll get back to you with our details and a time for the battle/race.

4

No matter who wins (even in the unlikely event that it's you), we print the results in the magazine.

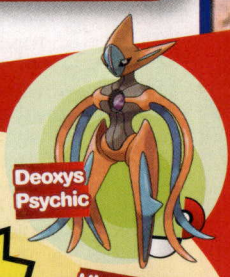
the final word

There is a time for positive status attacks, but mostly not. If it forfeits an attacking turn, what's the point? What swung and won this match was Jacob's decision to use Cosmic Power – before that it was looking like we were out of it. It's amazing how one split-second choice can win or lose the battle. Jacob could have won, but he ended up throwing it all away.

team Henrie

Metagross has appeared previously in our battles, though unfortunately Forretress didn't even get a look in on this short battle.

team Jacob



His choices of Pokémon weren't bad – Blissey seems to have become a Pokémon battle favourite of Jacob's.

POKÉCHAT

POKÉMON FAN FICTION

Pikachu's Rivalry

By John Fleetwood, age 12, Solihull

Pikachu ran quickly across the field. Every leap he took was more like a small pounce. He was running from a vicious Loudred. This Loudred boomed its sound at Pikachu with every step it took. The Loudred then stopped and started to charge up for an Energy Ball attack. Pikachu realised this and hid behind a large thick trunked tree. Loudred then unleashed his energy ball with terrific force. It hit the tree with a large CLUNK, and then it shook.

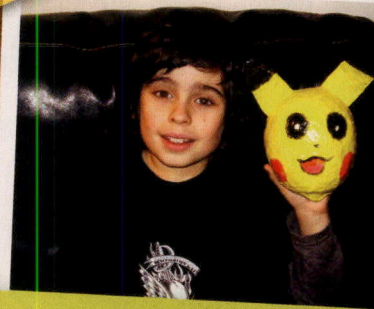
There was ruffling, scratching and noises. Pikachu emitted a loud growl attack, and out of the tree came a pack of Pikachus. Then, as if it was a leader, the original Pikachu let out a shocking Thunder attack and shocked the Loudred down. Then all the other Pikachus did the same. They shocked Loudred until he looked like a pile of dust. He then limped into some large shrubs. The Pikachus gazed into each other's eyes. There was a strange noise and they slowly evolved into a pack of almighty Riachus.

The Riachus ran up the tree again and welcomed their newcomer comfortably. The Riachus all took a large Starf Berry each and ate it. They then felt more tingling in their stomachs. They felt stronger again. Then a strange man walked up to the tree. He was wearing a lab coat and had short brown hair. He had a badge saying 'Professor Oak'. He picked up a very young Pikachu and slowly absorbed it into a round red-and-white object. He walked off towards a house. Two days later a small boy with a blue cap and coat came past with the Pikachu. This boy, was called Ash. The rest, you already know...

THE END

Here is a pic of my Pokémon collection, including the Pokemon World Annual 2009, which is brilliant. I love Pokémon! From Adee Dillon, age 9, Symington.

Wow! Well done to Adee for collecting every piece of our GIANT Pokémon poster and getting the Christmas annual. You're the kind of reader we like!



Dear Pokémon World,
My name is Jude Barr, I am 9 years old and I live in Cheltenham. I have just finished making my Pikachu head out of papier-mache. It has taken me a long time. You have to wait for it to dry then put more paper on and wait for it to dry again. Then paint it and wait for it to dry and then I put glue on it to make it shiny.

I am hoping that you can please please please put a picture of it on your PokéChat page. It would make me so so so happy. I love Pokémon and I love Pokémon World.

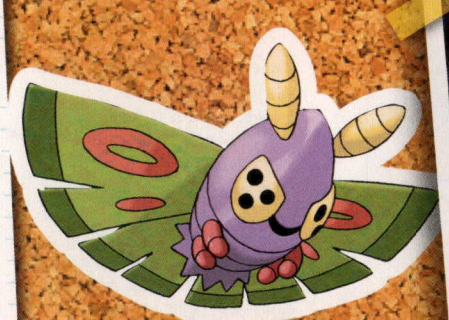
Thank you
Jude

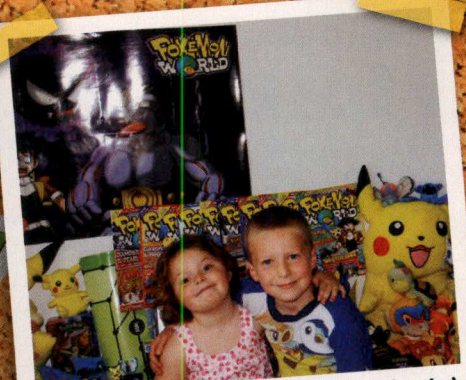
That's really cool Jude, well done!

Dear Pokémon World,
I've had an idea to make a game called Pokémon Land. In the game you play as a Pikachu, a Poochyena, a girl Vulpix, a Tyrouge, a Hitmonlee and a Hitmonchan trying to stop a bunch of black monsters called the Shadow Men from taking over the land of Pokémon. With savage Pokémon to fight, their moves to use and bosses to battle, it's going to be quite a ride! (And I might even be able to send you some more about it!)
Matthew Bellew, Oxford

Wow! Sounds like a winner to us Matt... why not draw some pictures of this game and we will print them in a future PokéChat!

This is me, Hector Lester-George, aged 10 at the Pokémon Summer Day Camp in Derby. I had a great time and there was lots to do. You could get a free goody bag, make your own trainer card, download Mew and loads more!





Hi, my name is Zach and this is my sister Zoe. I'm 6 and she is 4. We are from the USA and LOVE Pokémon. My sister plays the Trading Figures while I like reading Pokémon World and card battles.

This is a picture of my own Pokémon Club items. I made the membership card using Pokémon Studio and the badges out of toilet paper, glue and card. Can you guess who they are? I love your mag. Sean Spicer, age 6.

Pokémon World

PKMN.NET Bulbapedia Serebii.net Pokemon Elite 2000 Japanese Pokedex Pokémon Dia...émon Pearl

FROM THE FORUM...

munchlax505 says:
Post any weird, funny or even stupid Pokémon facts. I only have one. When Poliwag evolves into Poliwhirl, its swirl changes direction.

Maru90 says:
Vulpix is born with one tail and splits into six depending on... I forget :O Kind of wished it had a one-tailed pre-evo.

Jigglychu says:
In RBY, Lickitung couldn't learn Lick. Speakin of the licki family, Lickilicky can learn explosion.

Tri hawk says:
The pattern on Arbok's chest altered throughout the generations. Also Arbok originally had a pattern on the back of it's head, but this was removed in the 2nd Gen. I've also noticed the number of notches on Ekan's tail fluctuates throughout generations.

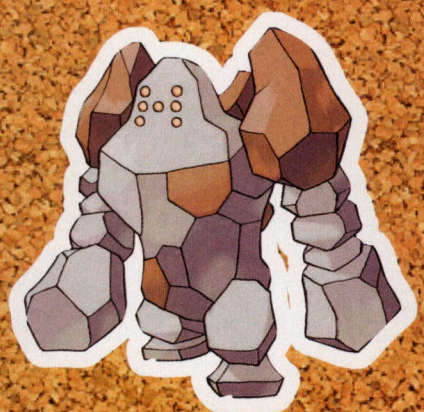
ShinyPalkia says:
Pokémon are named after the sound they make (like Pikachu says Pikachu). If no human has even met Arceus, how could it be named Arceus?

JOIN IN THE CHAT AT WWW.SEREBII.NET

Hey guys, Sam Tuff (RocketEchidna from pkmn.net) here, I'm writing to talk about the Darkrai event I went to in the summer holidays, I've had a lot of fun making some new friends and battling them, and when I battled the Pokémon trainer I didn't realise he would hack!!! He sent out a Wonder Guard Spiritomb! But other than that I beat most of his team easily with a certain few Pokémon of mine (I won't tell! My team is secret! You can battle them by Wi-fi if you want, though!). I beat other people at the event though, I beat a kid's Arceus with just a Jolteon (...Okay, that's one of my Pokémon), I can't wait to show my Platinum team to everyone at another event.

Speaking of which, I ordered Pokémon Platinum all the way from Hong Kong and the additions to this game have kept me playing. I now have a sky Shaymin (I'd like to thank a friend from Canada for that), I also have the movie Regigigas on Platinum as well to capture the three Regis. One of my favourite additions to Platinum is the Battle Recorder, where you can watch battles from Wi-fi without having to think of the strategies yourself and relax while you watch others in their embarrassment for losing and getting recorded. I recorded my recent battle against a frontier brain at the battle stage as I beat her Cresselia, it was a tough battle, with only 9hp to spare.

I will be putting some videos of Pokémon Platinum on You Tube soon, but why not watch some videos I have already uploaded? My You Tube name is pkmn.net, if you find them. I hope you like my videos – they're not perfect, but it's my first time in making videos. See you later!



Have you got something to say in PokéChat? Your own review of a game, photos of you at Pokémon events, or your own Pokémon collection? Or simply want to get something off your chest? Write to us at this address...
PokéChat, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, BH2 6EZ
or email...
pokemonworld@imagine-publishing.co.uk

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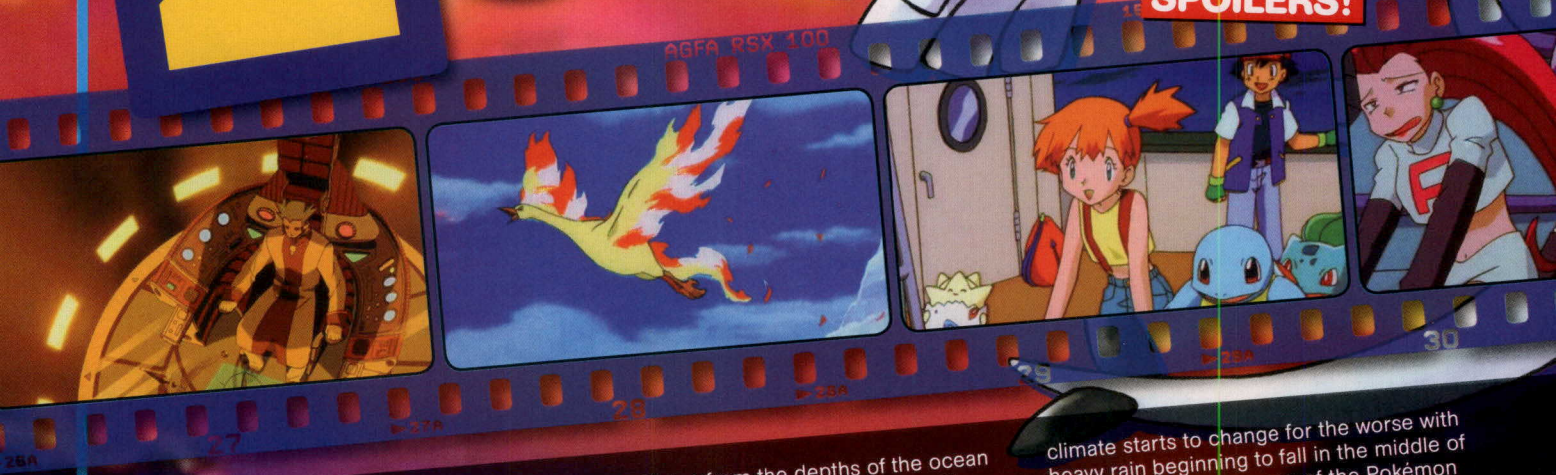
Pokémon The Movie 2000™

WARNING! SPOILERS!



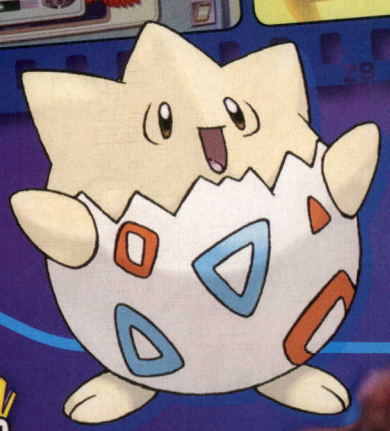
There's a festival taking place on the Orange Islands to celebrate the legend of the 'Great Guardian' Pokémon Lugia, and the delicate balance of power between the Legendary birds Articuno, Zapdos and Moltres. Then Ash arrives...

Legend has it that should the balance of power between the three bird Pokémon be destroyed then chaos will come to the forces of nature. The only way that calm will be restored is by the appearance of the 'Great Guardian' Pokémon Lugia who will rise from the depths of the ocean to end the destruction of the world with help from 'The Chosen One'.

Enter Pokémon collector Lawrence III, who knows the legend well. His ambition is to capture Articuno, Zapdos and Moltres, hoping that they will lead him to the ultimate prize – 'The Beast of the Sea', Lugia.

Lawrence III rides on a giant flying fortress and sets about making his wishes come true by capturing Moltres from Fire Island. True to the legend, the world's climate starts to change for the worse with heavy rain beginning to fall in the middle of summer. This alerts many of the Pokémon and humans around the world, including none other than Professor Oak himself. He sets off with Professor Ivy and Ash's mum, Delia Ketchum, to the Orange Islands using his helicopter.

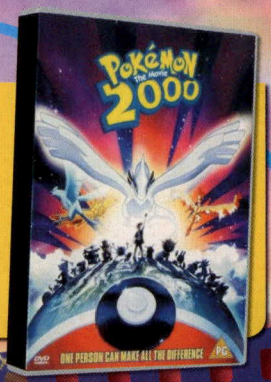
The freak storm catches Ash, Misty, Tracey and the captain of their boat, Maren, off guard and they head for the shelter of Shamuti Island. They dock and are freaked out by the appearance of chanting villagers in animal costumes. It's



In its cinema release, this movie made $133,949,270 worldwide. Not bad for an anime!

THE POWER OF ONE FACTS...

- This is the second *Pokémon* movie made, and while the title cashes in on the fact it was the year 2000, the true title is *The Power Of One*.
- In Japan, where their titles are often more literal, the movie is known as *Mirage Pokémon: Lugia's Explosive Birth*.
- Brock is the only main Pokémon character that isn't in the main movie, but he makes a cameo appearance in Professor Ivy's lab. This is because Brock was written out of the Orange Islands story for fears that his character might offend people!
- The Pokémon Slowking, Lugia and Articuno make their debuts.



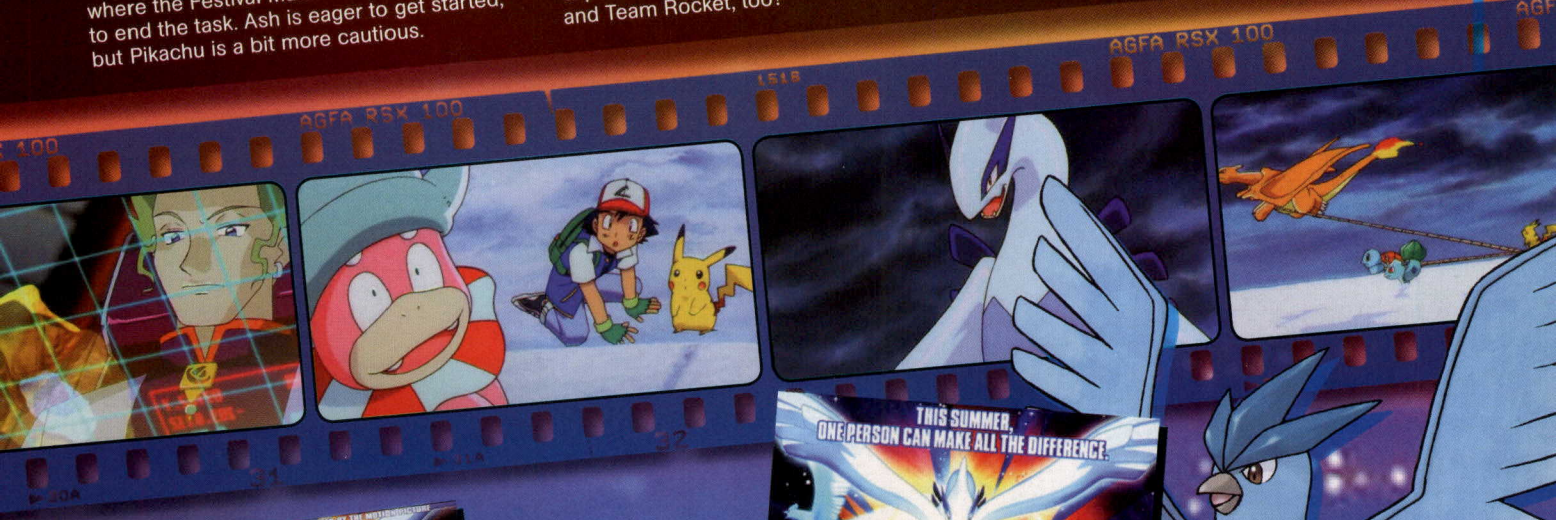
okay though, Maren recognises her friend Carol among them, and it turns out that there is a festival taking place, and being the first Pokémon Trainer to arrive on the island during the festival, Ash is declared 'The Chosen One'.

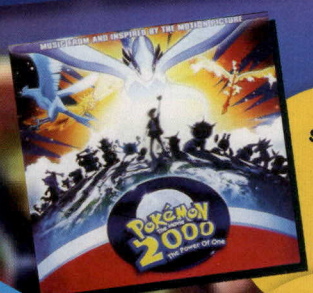
Ash's mission is to travel to the bird's islands and collect three glass balls representing the elements, then bring them back to the island shrine where the Festival Maiden will play a song to end the task. Ash is eager to get started, but Pikachu is a bit more cautious.

Back out at sea with a fresh storm raging, Ash and Pikachu soon crash onto Fire Island and easily pick up the first glass ball. An aerodynamic boat turns up carrying Misty, Tracey and the Festival Maiden Melody, who feels guilty for sending Ash off in such terrible weather. Before they can say too much, Zapdos appears and has a word with Pikachu through lightning communication. Team Rocket have caught up with Ash, but they are the least of his worries – Lawrence III appears and captures Zapdos along with Ash, his gang and Team Rocket, too!

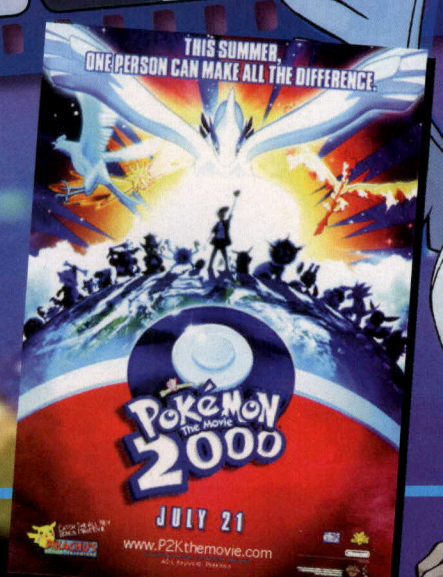
Inside the flying fortress, Ash manages to free Zapdos and Moltres and the two Legendary birds start fighting. This causes havoc and the flying fortress is soon out of control, crashing into Lightning Island. As the gang all rush to escape, Ash takes the opportunity to grab the lightning ball to continue his mission. As they all jump on board Melody's board, a typhoon starts up around them. It turns out to be Lugia and it carries them all the way back to Shamuti Island.

Here Ash meets a Slowking, who turns out to be the guardian of the Shamuti





The soundtrack to this movie is available on Atlantic Records!



The end song in *The Power Of One* is sung by none other than Eighties diva Donna Summer!

Shrine. When Ash gets over the surprise of the Pokémon talking to him, he gets his instructions of what to do with the glass balls he has collected.

Now it's Lugia's turn to have a chat with Ash, and the Pokémon tells him to go to the Ice Island where he will find Articuno's glass ball. The Legendary Pokémon also reveals that Ash is the *actual* chosen one that the legends foretold!

Ash's journey to the Ice Island is helped along by Charizard, Squirtle and Bulbasaur who try to help the hero get across a frozen ocean, but all the time the Legendary birds try to stop him in his tracks. Racing through the island's foliage, Ash manages to pick up the Ice ball and a fight ensues between the birds with Articuno knocked unconscious from the sky!

Bizarrely, Ash, Pikachu and Team Rocket escape from the island on the back of Lugia, but the weight is too much, so Team Rocket jump off 'to save the world'. Lawrence III reappears, this time with Lugia in his sights. Lugia hits Lawrence with a massively powerful attack, but is weakened and plummets into the sea, taking Ash and Piakchu with it. Rescued by Misty, Ash and his Pokémon scramble back to shore.

With the final ball placed into the shrine, Melody plays her song and Lugia is rescued from the depths along with the three birds. This rights all the wrongs and the climate returns to normal. Lugia takes Ash and Pikachu for a triumphant ride. Ash is soon brought back down to earth, though – his mum turns up and tells him off for worrying her so much!

POKÉMON MOVIE STARS...

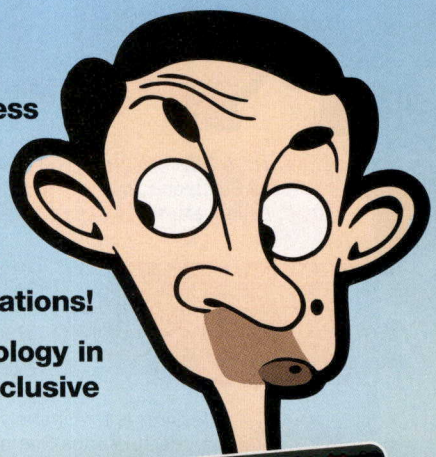
Here's a rundown of all the characters in the movie...

Mr Bean

MR BEAN TO THE RESCUE!

Mr Bean is on his most outrageous adventure yet – and he's inviting you along for the ride. This action-packed comedy game is based on the smash hit animated TV series and stars all Mr Bean's famous friends and foes, including his beloved Irma Gobb and even the mischievous moggy Scrapper!

- **12 fun-packed levels full of cunning puzzles and crazy traps to encounter. Even dress up as a pirate on your mission to save Teddy!**
- **Battle baddies with frying pans while negotiating your way through exciting 3D locations!**
- **Utilises touch screen technology in the Whack-a-Mole level - exclusive to Nintendo DS!**



SRP £19.99

Battle with Mrs Wicket

Scout the cat biscuit factory

ARE YOU TOO GHOUL FOR SCHOOL?

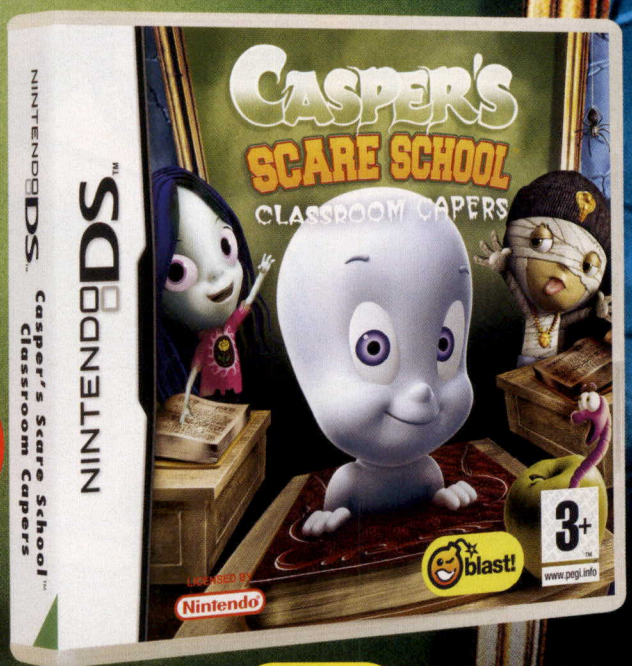
The clock strikes midnight, the School Bell rings and a new term begins at the creepiest college you've ever seen – Scare School! There's a new student in class today - Casper the Friendly Ghost! Can you help Casper and his friends Ra and Mantha graduate with flying colours?

Casper's Scare School Classroom Capers

- **Take part in science, history and gym classes in 24 levels of spook-tacular fun!**
- **Avoid getting caught by terrifying teachers and the vampire bully, Thatch!**
- **Use your Nintendo DS Stylus to control Casper, collect special items and even scare teachers!**

SRP £19.99

Hairy Scary History



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SimAnimals

Format Wii & DS • **Price** £29.99-£39.99
Publisher Electronic Arts • **Game type** Sim
Release 23 January • **Info** Cute critters!

What happens if you take a baby bear and a squirrel and drop them into a wood together? Time to find out!

The Sims is a massively successful series that many of you will have played, whether it be controlling an entire city in *SimCity* or creating a house and filling it with people in *The Sims*. Well, Electronic Arts has moved the brand on in a new direction with the creation of the Nintendo-exclusive *SimAnimals* for Wii and DS.

You get to venture into the wild like never before in a game that gives you full control over all the animals, trees, flowers and environment on-screen with minimal use of menus and icons. You control the game by simply reaching out with the Wii Remote or DS Stylus and touching! For example, you can pick up a bear by the scruff of the neck, lift him up high into the air and drop him down in a new place to see how he will react. You can rip trees up from the ground to create new pathways, and you can either make your animals very happy by providing food and friends, or get them angry by taking the things they love away from them (but you should expect a visit from the RSPCA!).

Did you watch *Bambi* again over Christmas? Well now you can separate Bambi from his mum on the Wii, too!

While not as slick as the Wii version, *SimAnimals* on DS is great fun to play with loads of neat features.

There are more than 30 species of animals to play with including bears, foxes, squirrels, badgers and owls. You will need to earn their trust and become their friend or they will fear you and run a mile! There's a large forest to explore with woodland, swamps and abandoned cabins, and lots of food, plants and water to provide for your animals, as well as things like fire to avoid!

These animals need you to survive, and you will find yourself solving challenges like cleaning up polluted areas or clearing blocked pathways. Up to four players can play the Wii game at once, and DS players can even become the wind by blowing into the mic!

+ Points If you love animals then you're going to simply adore this game, whether you buy the Wii or DS version.
- Points You have the ability to be cruel to cute and cuddly creatures, but that's life.
Final comments A genius addition to the *Sims* brand.

POKÉRATING 9/10

HOW MANY?

The *Sims* brand of games has just celebrated the sale of over 100 million copies since starting in February 2000. There are now *The Sims* games in 22 different languages – a real videogame success story!

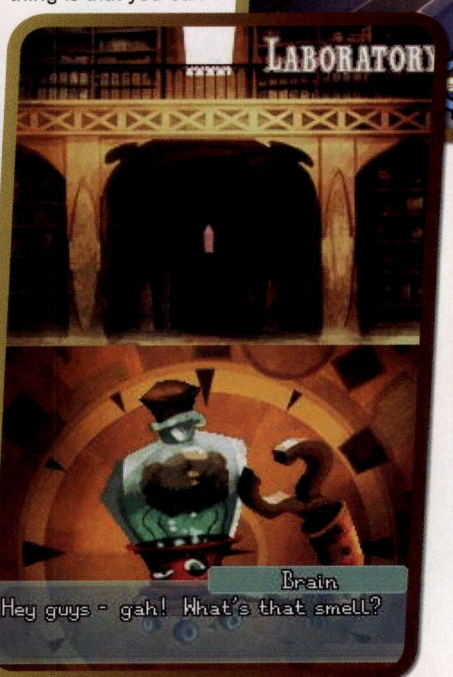
IGOR™ THE GAME

If you know the movie, then you will recognise lots of locations and characters as you play through the levels.

Got more than one Wii Remote in your house? Well you can all play together at once!

Format Wii & DS • **Price** £29.99
Publisher Deep Silver • **Game type** Adventure
Release Out now • **Info** From the big movie!

Jump into the shoes of Igor – a lowly lab assistant who dreams of becoming a scientist, now on Wii and DS...



You've probably seen the movie over Christmas – with the voices of John Cusack, Myleene Klass, John Cleese and Eddie Izzard to name just a few. It's a hilarious tale based on the classic monster movies like *Frankenstein* where a lab assistant called Igor proves to everyone that he can offer more than just following orders of a mad scientist. He has a Yes Master's degree in science himself, and when his cruel master kicks the bucket just before the annual Evil Science Fair, Igor gets his chance to prove what he can do.

You can choose to play as one of four characters from the movie in the Wii version – Igor, Eva, Scamper and Brain – and the cool thing is that you can choose to play alone or have up to four people playing simultaneously with four Wii Remotes (if you can afford that many)! If you're a fan of the movie then the locations, challenges and enemies in the game will be instantly recognisable, and they look mighty fine playing on the Wii, with super-slick hi-res visuals, excellent animation throughout the adventure and lots of hilarity as you play through the puzzles.

The DS *Igor* concentrates more on puzzle gameplay where you must learn combinations of movement to effectively fight the onslaught of enemies as Igor searches for Eva, his monster creation. There's a mint monster creation mode in the game, too – put together the weirdest monstrosity you can think of from a bunch of spare parts, show these to other DSers and have a go at fighting the monsters they have made. This is brilliant fun all round!

Whether you're going to play *Igor* on Wii or DS, the games have a great 'pick up and play' feel to them and have perfectly captured the feel of the fun movie. We thought the Wii game was particularly worth checking out with some mean end-of-level bosses to battle against and good variety as you progress from level to level.

A FREE ACTIVITY BOOK...

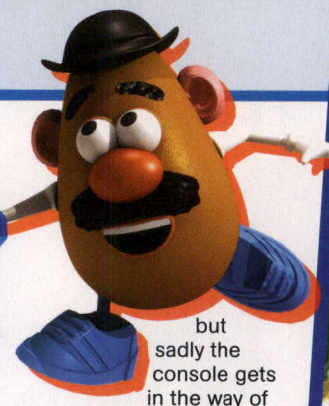
Like most big movies these days, there's a great clutch of websites to check out for more *Igor* info, and there's even a downloadable Activity Book that you can print out for yourself. Check out www.igor-movie.com or www.igorgame.com for more.

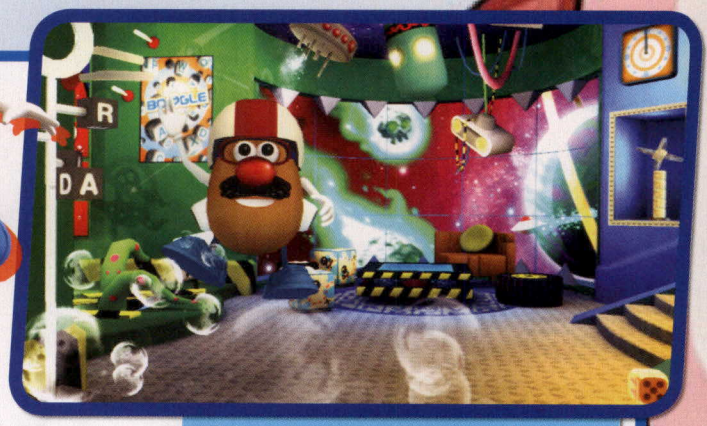
+ Points A very good movie conversion, no matter which console you own.
- Points You're going to need lots of remotes for four-player fun.
Final comments Lots of mad fun!

POKÉRATING

elo

Hasbro Family Game Night™



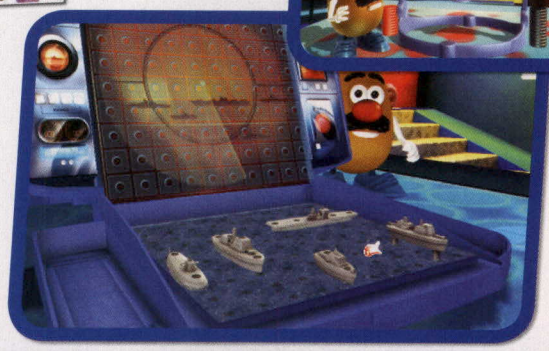


Format Wii & PS2 • Price £19.99-£29.99
Publisher Electronic Arts • Game type Board
Release Out now • Info Mr Potato Head lives!

Throw away the games cupboard – EA and Hasbro have got together to squeeze lots of top board games onto the Wii and PS2. Let's get playing!

Mr Potato Head is your host for this trip into the world of Hasbro family games. Well, he jumps around on the menu screens at least. You get to customise your own family game room and fill it with games like Connect Four, Battleship, Yahtzee, Boggle, Sorry! and the new game Sorry! Sliders.

This is an interesting way to play some traditional games, but sadly the console gets in the way of the games in our opinion. Connect 4, for example, doesn't need a wireless Wii controller just to slot yellow or red counters into lines of four. You soon long for a go on the real game. Battleship, on the other hand, works out much better as the console version adds in a bunch of special sound effects that you would have to do with your own voice if you played the traditional version! A worthy addition is the way you can play in new entertaining game modes that change the rules. Winning the games will earn you points that can be used to customise Mr Potato Head and add accessories to your games room.



You earn points as you play each of the games and you can use these to customise Mr Potato Head!

+Points You can pick up the game quite cheaply if you shop around, and its cheaper than buying all the games themselves!
- Points Some of these games didn't need converting to the console.
Final comments A fun pack for family gaming, but you could just buy the originals at a car boot sale!

POKÉRATING

Dragon Ball Z Infinite World

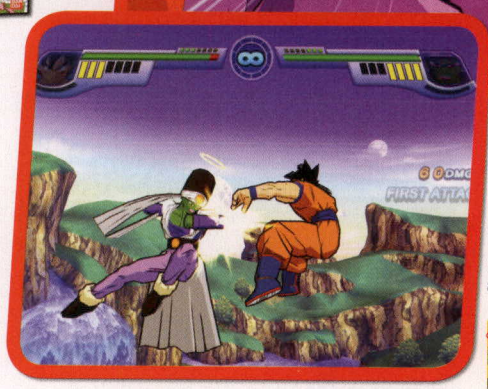
ドラゴンボール インフィニットワールド

Format PS2 • Price £29.99
Publisher Atari •
Game type Fighting
Release Now • Info He's still fighting!

The final blast of Dragon Ball Z on the PlayStation 2, but is it worth one last go?

If you've enjoyed any of the *Dragon Ball Z* games on PlayStation 2, then it might be worth your while picking up the final instalment of the series. For this grand finale, the game's developer has taken the best elements of the *Budokai* and *Shin-Budokai* games (as well as the recent *Burst Limit*) to create what they consider to be the ultimate *Dragon Ball* game on PS2.

There are lots of new features included such as Dragon Missions where you will get to see lots of famous *Dragon Ball Z* scenes that have never been in a videogame before, like the Snake Road Mission and some exciting time attack scenes. It's also good to see the simplified battle system implemented from the Xbox 360 and PlayStation 3's *Burst Limit*. This gives you brilliant hand-to-hand fighting and some cool flying leaps and aerial combat. If you know your *Dragon Ball Z* well, you'll be happy to learn that there are more than 40 characters from the series crammed into this game, and that doesn't include the various forms that some of them can transform into. We think you'll agree that this is the best-looking *Dragon Ball* game to ever grace the PS2 – the graphics are certainly highly polished.



If you're a fan of the Dragon Ball series, you've certainly got lots of games to choose from!

+Points This truly is the ultimate *Dragon Ball* PlayStation game with bits and pieces from previous games squished together.
- Points It might struggle to find an audience with fans moving on to newer consoles.
Final comments Well worth one last go!

POKÉRATING

Also available this month...

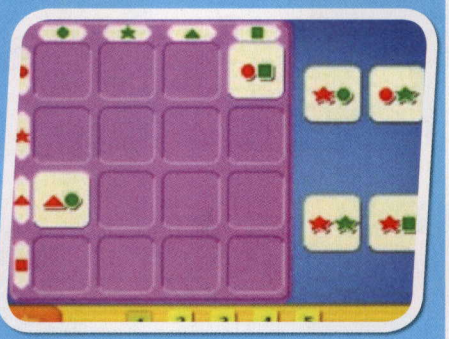
Chrono Trigger

Format Nintendo DS • Price £29.99
Publisher Square Enix • Game type RPG
Release 30 Jan • Info First time in Europe!

Square Enix is the undisputable king of RPGs, and *Chrono Trigger* is a game that has taken a long time to come to modern console formats. The original was released on the Super Nintendo back in 1995, and this new DS version retains everything that made the SNES game so popular, while updating for the dual-screen and touch screen world of the DS. The game has an intriguing battle system that is made possible by the combination of Active Time Battles and Tech Skills. A DS wireless play mode brings an exciting new dimension to the gameplay, too – all DS RPG fans need this!

Junior Brain Trainer

Format Nintendo DS • Price £19.99
Publisher Avanquest Software • Game type Quiz
Release Out now • Info Get your brain moving!



Here's a great way to get those grey brain cells sparking – a brain training game that is aimed at the younger gamer. If you're aged between six and eleven then this is for you, with reading, writing, spelling, maths, logic and problem solving skills all covered using the DS to full effect. The learning comes in bite-sized chunks, which perfectly matches the way you think and stops you getting bored. Think of this as a game to have a short burst of every day to keep your head on top form. There are lots of mini-games to unlock and a special extra game at the end if you manage to make it through.

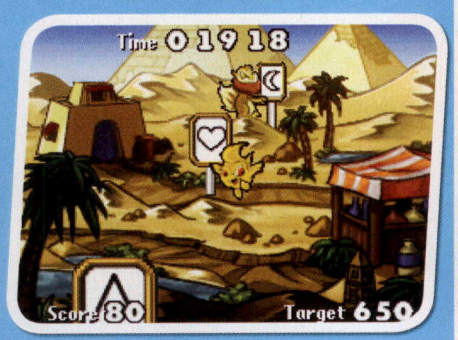
Dragon Ball Origins

Format Nintendo DS • Price £34.99
Publisher Bandai • Game type Action
Release Out now • Info What, no Z?

This new DS *Dragon Ball* takes you right back to the original story and is faithful to the early *Dragon Ball* anime series. It's a fun and lighthearted jaunt with lots of humour that fans of *Dragon Ball* are going to clamour for. You get to take on the role of Goku and his clever sidekick Bulma as they travel around the world smacking enemies and blasting obstacles in a quest to collect seven Dragon Balls. Bulma has to be protected from incoming attacks using special skills such as fighting with a power pole or unleashing a kamehameha! All this and wireless action figure swapping, too!

Neopets Puzzle Adventure

Format Nintendo DS • Price £29.99
Publisher Capcom • Game type Puzzle
Release 23 Jan • Info From web to DS



Do you know about Neopets? It's a cool internet virtual pet site where you can visit and play with your friends online without any need for a poop-a-scooper! What you can do is download new toys, games, trinkets and other pet essentials to enhance your pet's life – and the great thing about this new puzzle game from Capcom is that success on your DS will give you codes, which you can then enter into the website for download prizes! Packed with mini-games set in the addictive Neopets universe, this is a game that rocks!

Top Trumps: Dr Who

Format Nintendo Wii • Price £19.99
Publisher Eidos • Game type Trading Cards
Release Out now • Info Time travelling!

We brought you the DS game a few months back, but *Top Trumps: Dr Who* was released on Wii back in December, so it's worth a second look. With Quick Play, Classic and Adventure modes in the game plus a bunch of mini-games, it's a release that is going to appeal to both trading cards fans and Dr Who nuts. There are 48 exclusive character cards digitised into the game, and four new cards have been created especially for the Wii release. What is most exciting for Dr Who fans is that there is also a digital encyclopedia of Dr Who characters over the years in here – mint!

Madagascar: Escape 2 Africa

Format Nintendo DS • Price £29.99
Publisher Activision • Game type Action
Release Out now • Info More movie fun!

With the number of games hitting the shops through the Christmas period, you might have missed out on some real gems. Check out *Madagascar: Escape 2 Africa* on the DS, for example! You can play as all of your favourite characters from the recent movie – Alex, Marty, Gloria and Melman – plus a few new ones that you won't have seen before! There are unique combat moves for each of them to learn as they leap and bound through the 12 levels and six tournament mini-games based on sections from the movie. The game is also great in multiplayer with some new gameplay challenges.

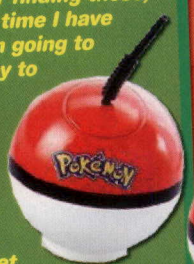
ASK PROFESSOR YEW

So, you've got a tricky Pokémon-related question, have you? Why not write in to Professor Yew? He knows everything there is to know about Pokémon!

You Could Eat Your Dinner Off It!

Q Dear Professor Yew,
I am writing to ask whether or not you have ever eaten your dinner off of a Pokémon plate? Well I have! I found these cool plates on eBay and we used them at a Pokémon party I had with my friends. I thought I would send you a picture of one of the plates (before we put the sausage rolls on it, of course). I was just wondering if any other Pokémon World readers out there had found any cool Pokémon party stuff? I'll send you some photos of the party soon.
From Liam Freshman, age 12, Romley

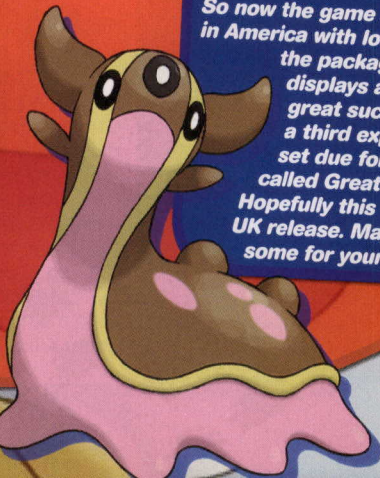
A ***Wow, well done for finding these, Liam, it's the first time I have seen them, but I'm going to get myself on eBay to see if I can grab some! This set me thinking about Pokémon party gear, so I did a quick search of the internet and came across some cool Pokéball cups, a neat Japanese foil Pocket Monsters ball and a set of Diamond and Pearl paper cups. If you have Pokémon party gear why not send us a photo?***



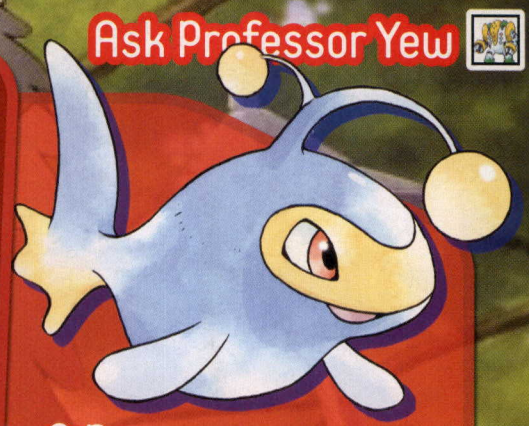
Watch Your Figure!

Q Dear Professor Yew,
When my mum asked me what I wanted for Christmas, I knew straight away – Pokémon Trading Figure Game figures. But apparently Santa must have run out, because I didn't get any. I got a Power Ranger figure instead! When I asked my mum what happened she said that no shop that she checked stocked the Pokémon Trading Figure Game at all. I thought I would write to you to ask if you know what is going on? If Pokémon fans can't buy Pokémon games then they will simply go elsewhere for their kicks. I look forward to your reply.
From Hamish Braymin, age 13, via email

A ***Sorry to hear that you didn't get what you wanted for Christmas, Hamish. What has happened is that the UK and Australia got the game before America, but it turned out to be a bit of an experiment. Fans didn't like the fact that you couldn't see which figures you were getting much of the time and wasted a lot of cash. So now the game has been launched in America with lots of changes to the packaging and figure displays and has been a great success! There is a third expansion of the set due for release in 2009 called Great Encounters. Hopefully this will get a proper UK release. Maybe you can get some for your birthday instead?***



Ask Professor Yew



Time Restriction!

Q Dear Professor Yew,
I am playing the brilliant *Pokémon Ranger: Shadows Of Almia* and I was reading in a recent issue of your magazine that there are special missions that you can download for a limited time. My question is, why do they have to put a time limit on such cool extra content? It's hardly fair if people who have bought the game don't know about the time restriction and miss the new missions. We have all paid the same money for the game, so they should make this extra content available all the time!
From Alicia Manning, age 11, Northampton

A ***Well, it won't surprise you to learn that I agree with you, Alicia. These time-restricted downloads are a very strange thing. Fair enough, you can't expect Nintendo to keep the downloads available forever (although they don't take up a lot of space so they could if they wanted), but to limit them to a set time when these extra missions perform the exciting task of enabling you to transfer special Pokémon to your Diamond or Pearl games is a bit unfair. To make sure you don't miss out on anything, here are the dates that we know about right now, but these are American dates as no UK ones have been announced...***

Recover the Manaphy Egg	November 10th 2008 – January 30th 2009	Transfer the egg to your other games after completing this misson!
Rescue Kidnapped Riolu!	November 10th 2008 – January 30th 2009	Now you can send Riolu to *Diamond* or *Pearl*!
Liberate the Tower	December 1st 2008 – January 30th 2009	Darkrai can now be transferred.

Fake or Real?

Q Dear Professor Yew,
Lately, my friends and I have been getting pretty excited about *Pokémon Ranger: Shadows Of Almia* and *Pokémon Platinum*. The thing is, a few days ago, one of my friends came in and said that Game Freak was going to make DS remakes of Game Boy Color games *Gold* and *Silver*, called *Dusk Gold* and *Dawn Silver*. Is this true and when will they come out in the UK?
From Charlie Savage, age 11, West Moors

A ***Your friends are kind of telling the truth, Charlie. It appears that Nintendo has copyrighted the titles Pokémon Dusk Gold Version and Pokémon Dawn Silver Version. This would suggest that the company has at least thought about remaking the Game Boy games for the DS. Of course nothing has been officially announced from Nintendo, so your guess is as good as mine for a release date!***

A Battery Operation!

Q Dear Professor Yew,
I've been wanting to go back to play my old *Pokémon Gold* Game Boy game for a while now, but I remember that last time I played it the game just wouldn't save. When I turned the power off everything was lost. Do you know of any way of fixing this?
From Jasper Wright, age 14, Great Yarmouth

A ***The sad thing about batteries, Jasper, is that they don't last forever! All the save game features in console games rely on battery power, so they will all let you down eventually. All is not lost, though... well, except for your save game! You can replace the battery, and all you need is a small screwdriver or pair of pliers. Although what I will say is that Pokémon World takes no responsibility for what you do with your games, if you try this method and something goes wrong – it's not our fault! What you've got to do is turn the screw on the back of your cart anti-clockwise. This will release the case so you can slide one side away from the other. Now you will see the battery. You will need to take the old one out and replace it with a new CR2025 battery, making sure you put it in the same way (upside down!). Now stick some tape over the battery to ensure that the connection is made and kept – if the cart loses the connection your save game will be lost. Now all you need to do is put it back together and you will have a fresh save game battery ready to go on a Pokémon adventure!***

SEND IN YOUR QUESTION...

Do you have a burning question for our very own Professor Yew? Then send it to us at pokemonworld@imagine-publishing.co.uk making sure you put 'Ask Professor Yew' in the subject line, or send it by post to...
Ask Professor Yew, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

CHEEKY CHEATS!

Although you love Pokémon to bits, we know you play other games too, so we thought we would bring you a few choice Cheeky Cheats for all your favourite consoles, plus the latest Pokémon stuff...

POKÉMON

Pokémon Mystery Dungeon: Explorers Of Time

WONDER MAIL PASSWORDS

Try out some of these cool passwords...

Combee
Client: Ampharos
Objective: Rescue Combee
Place: Foggy Forest 11F
Reward: 300 Poke
9 6 2 & 5 @ 9 1 Y - 8 H
2 1 2 X F C @ 5 W K 9 -

Pachirisu
Client: Pachirisu
Objective: Take Item from Baltoy
Place: Waterfall Cave B8F
Reward: Power Band
 # S % K + N S 8 = 3 = F
8 9 @ Q 3 C % 5 5 6 & 4

Riolu
Client: Riolu
Objective: Explore with Riolu
Place: Beach Cave B2F
Reward: Unknown
M T = N + M M S - N M 7
H 4 # + 1 J H 7 C C F M

Pokémon Mystery Dungeon: Explorers Of Darkness

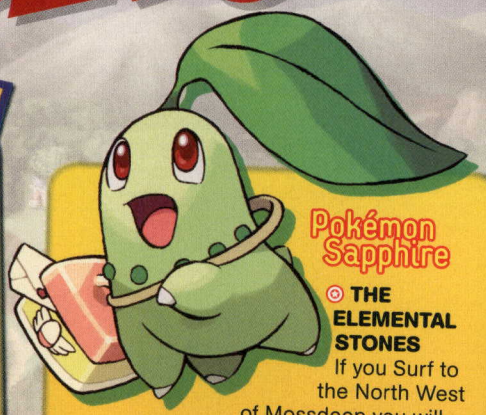
WONDER MAIL PASSWORDS

And here are some for the other version...

Buneary
Client: Magnemite
Objective: Arrest Buneary
Place: Steam Cave 4F
Reward: Swords Dance
4 0 J 4 = M 4 0 C 6 0 M
0 9 0 # # 3 + C - F Y N

Burmy
Client: Magnemite
Objective: Arrest Burmy
Place: Waterfall Cave B6F
Reward: 250 Poke
6 8 % 5 + C = F 8 @ 7 Y
 # H 3 4 3 4 + 5 9 X M T

Rotom
Client: Rotom
Objective: Take item from Fortress
Place: Mystifying Forest
Reward: Unknown
0 K 3 % 1 Y & W H 3 M 4
4 P 6 R & R W 0 + - P W



Pokémon Sapphire

THE ELEMENTAL STONES

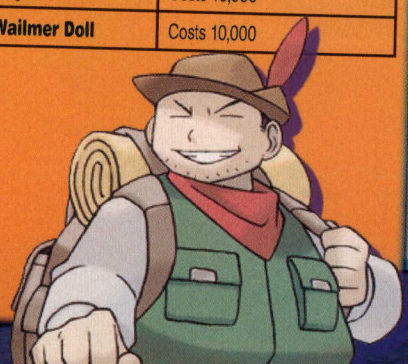
If you Surf to the North West of Mossdeep you will eventually come across a house with a Shard Hunter inside. In the Eastern ocean region of Hoenn there are red, blue, green and yellow Shards you can find if you dive. Give these to the Shard Hunter and he will pass on one of four Elemental Stones...

Fire Stone	Take the Red Shard to him
Leaf Stone	Take the Green Shard to him
Thunder Stone	Take the Yellow Shard to him
Water Stone	Take the Blue Shard to him

JANUARY SALES IN LILYCOVE!

Once you have defeated the Elite Four, go around checking the TVs in houses. If you find one that is flashing, check it out more closely and you may get an ad for a clearout sale at the Lilycove Department Store. Go on to the roof to see a lady in an apron and you will be offered the following...

Mud Ball	Costs 200
Fence Length	Costs 500
Fence Width	Costs 500
Tyre	Costs 800
TV	Costs 3,000
Sand Ornament	Costs 3,000
Breakable Door	Costs 3,000
Cute TV	Costs 4,000
Round TV	Costs 4,000
Slide	Costs 7,000
Rhydon Doll	Costs 10,000
Wailmer Doll	Costs 10,000



NINTENDO DS

Professor Layton And The Curious Village

PUZZLE BONUSES

There are lots of bonus puzzles in the game, all accessed from the Bonus Menu. Complete the following tasks to unlock them...

The Inventor's House	Puzzles 121-123	Assemble Gizmo
The Decorator's House	Puzzles 124-126	You must fill rooms in the Inn to give maximum satisfaction
The Art Lover's House	Puzzles 127-129	Complete portrait
The Golden Apple's House	Puzzles 130-132	Beat the game
The Puzzle Master's House	Puzzles 133-135	You must uncover and complete all of the 132 previous puzzles

Sonic Chronicles: The Dark Brotherhood

SECRET CHARACTERS

Did you know that there are two secret characters that you can select if you know what to do?

CREAM THE RABBIT

You will need to have Knuckles join your team first, then go to Cream who is in the middle of the Green Hill Zone. You will then have to find the Cheese in the tower South East of here and Cream will join the team!

E-123 OMEGA

Once you have completed the side quest in the North East of the Metropolis level and ascended, fly West with Tails and you'll find E-123 Omega in an underground room.

Wii™

Animal Crossing: Let's Go To The City

I HEAR BELLS!
By depositing Bells into the bank you can unlock certain items...

Shopping Card	10,000 Bells
Box of Tissues	100,000 Bells
Piggy Bank	1,000,000 Bells
Gold Card	You must reach VIP status to get this

MMMM... CAKE!
Did you know that if you talk to your neighbours on your birthday, they will give you a birthday cake. Nice!

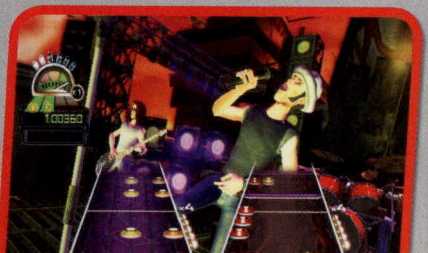
MARIO GOODIES
If you shoot down the balloons that pop up around the game with the slingshot found at Tom Nook's shop, you will occasionally be rewarded with these *Mario* items...

1-Up Mushroom	**? Block**
Brick Block	**Brick Flooring**
Cannon	**Coin**
Fire Bar	**Fire Flower**
Flagpole	**Green Koopa Shell**
Green Pipe	**Mushroom Mural**
Starman	**Super Mushroom**

Guitar Hero World Tour

CHEATS
There are cheats built right in to the game. Just go to the option on the menu and enter one of these codes...

Green, Red, Green, Blue, Red, Red, Yellow, Blue	Changes the flame colour
Blue, Red, Red, Green, Red, Green, Red, Yellow	Changes the gem colour
Green, Blue, Red, Yellow, Yellow, Red, Green, Green	Access Hyperspeed
Yellow, Yellow, Blue, Red, Blue, Green, Red, Red	Access performance mode
Blue, Blue, Red, Green, Green, Blue, Blue, Yellow	Access all the songs in the game. This must be activated in the cheats menu to work



XBOX 360®

Banjo-Kazooie: Nuts & Bolts

ACHIEVEMENT UNLOCKABLES
As you complete each of these Achievements you will be rewarded with the corresponding gamerscore...

Bingo! (20)	Go to King Jingaling's Palace and complete a line on the Bingo card
Caught on Camera (10)	Send a Friend a video replay over Xbox Live or save five replays
Burn the Witch! (20)	Do a witch hunt in Showdown Town
Great Balls of Fire (20)	Roll the heavy ball around the Jiggosseum until you get a burning sensation!
High Fives All Round (10)	You must be on the winning team in a ranked team game
Jiggillionaire! (50)	You must bank 131 Jiggles in Showdown Town
Minimalist (25)	Build yourself a vehicle with five or less blocks and go over the set speed
Witch Hunt (50)	Beat Grunty at the very end of the game

SMARTEN UP BANJO
Collect yourself over 75 Jiggies and get to Spiral Mountain to beat Grunty the Witch in the final showdown. Then once the end scene has played, reload your save game and Banjo will be wearing a tuxedo and Kazooie will be wearing a tie. Very smart!

Lego Star Wars: The Complete Saga

PLAY INDY IN STAR WARS!
You can actually play as Indiana Jones in the *Star Wars* game by watching the *Lego Indiana Jones* game trailer in the bonus room in the Cantina and then buying the character for $50,000 – cool!

UNLIMITED MONEY
The cash just keeps on coming if you follow these instructions: play chapter one episode four, and at the very start, build the two control panels and then move to the left of the room. Pull the lever here to release coins, now you can keep on pulling the lever as long as you can stand for unlimited money!

PS2 PlayStation.2

Lego Batman

NEW CHARACTER TO PLAY
To unlock Ra's al Ghul as a playable character, complete the game while assembling all Minikits along the way to fill up the hero and villain trophy rooms and buy all Data. Once you have 100 per cent completion, Ra's al Ghul will be unlocked as a playable character in 'Free Play'.

INVINCIBILITY
While at the Mos Eisley Cantina, approach the bar and then choose the 'Enter Code' option. Enter '4PR28U' as a code to and then pause during play and activate the cheat in the 'Extras' menu.

Madagascar

ALL POWER-UPS
While playing, press ○, ✕, ✕, ○, △, □, L1, R1, L1 to instantly obtain all available power-ups.

INVINCIBILITY
While playing, press ↑, ↓, ✕, ✕, R1, L1, R2, L2, △, □, ○ to ensure you never die again!

LEVEL SELECT
While playing, press R1, R1, ○, L2, L1, ✕, △, R1 to unlock all levels.

Speed Racer

CHEAT CODES
Select 'Enter Code' at the 'Options' menu and then enter any of the following codes.

Invincibility	✕, △, ✕, ↑, ←, ↓, →
Unlimited boost	△, ✕, ↓, ↑, △, ✕, ↓
Overkill	✕, □, ○, ↓, ↑, ○, L2
Granite car	△, ↑, □, ○, L2, ↑, ○
Monster truck	△, ↑, □, R2, △, ↑, □
Final 3 cars	L2, R2, L2, R2, △, ✕, ○, □

WIN! WIN! WIN!

WIN! A NINTENDO DS & AGE OF EMPIRES MYTHOLOGIES GAMES!

Our good friends at THQ have given us a shiny new DS Lite and copies of their Age Of Empires Mythologies game...

This game will really get you thinking strategically. You get to command the armies of either the Greeks, Norse or Egyptians, with a fast-paced combat system and extensive multiplayer options. To win, just send your answer to the question to pokemonworld@imagine-publishing.co.uk naming your email 'Age Of Empires Compo'. If you insist, you can also send your entry in by post. They will all go into a big sack to draw winners at random.

What was the last Age Of Empires game on DS called?

A. The Age Of Kings
B. The Age Of Queens
C. The Age Of Cheese

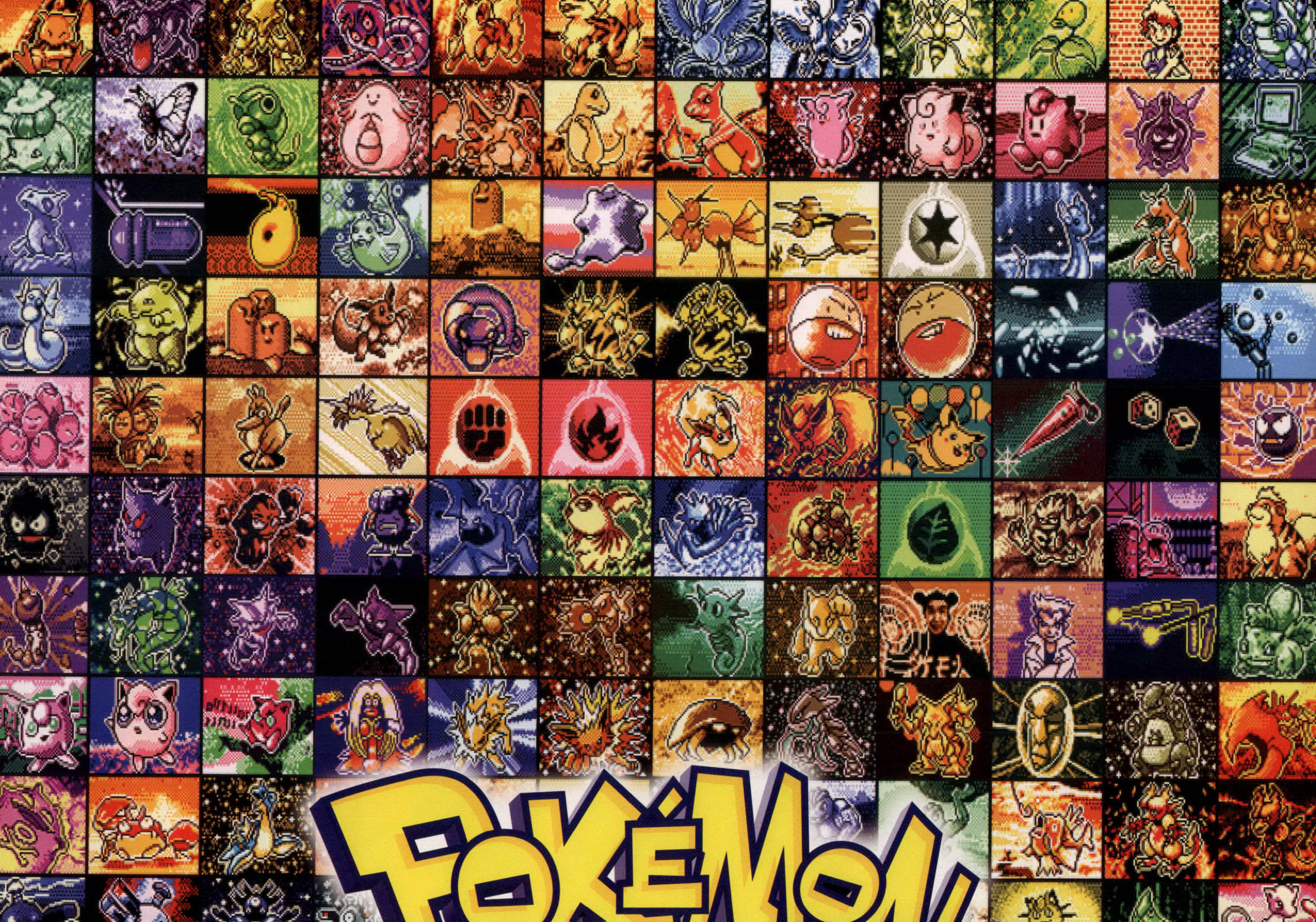
Please get your entries in to us by 9 February or you will be too late. Good luck to all of you!

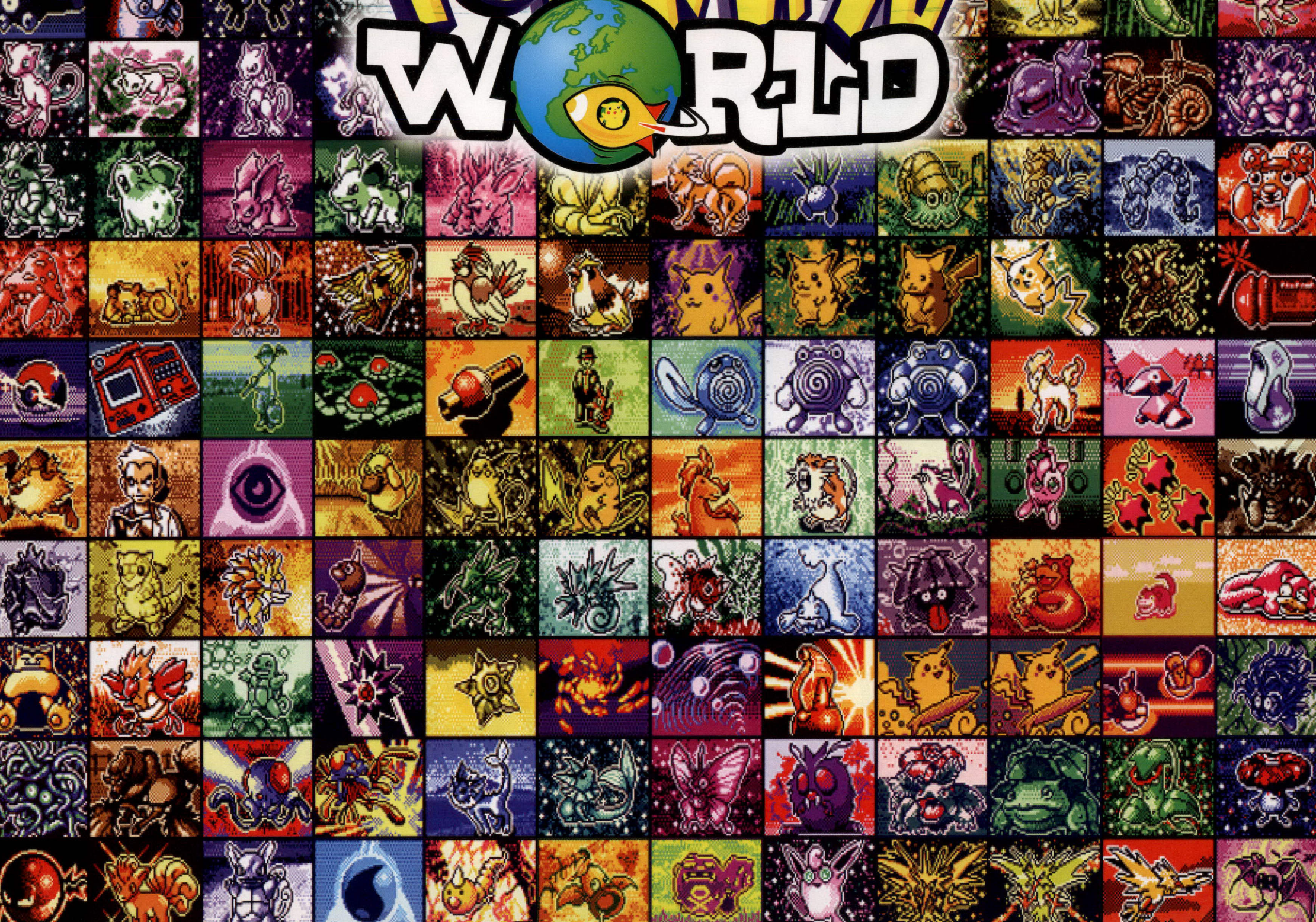
Competition Rules
1. All entries must be received by 9 February 2009 2. There is no cash alternative 3. The publisher's decision is final and no correspondence will be entered into. 4. No employee of Imagine Publishing Ltd, Crispy Chicken Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person, per competition. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please indicate as such on your entry.

POKÉMON
WORLD

www.pokemonfaceoff.com

We all have our favourite Pokémon, don't we? They're not just cute and cuddly creatures, though – they're monsters and they are used in battle to improve the standing of their Pokémon Trainer. Well, now you can vote for your favourites on a new website. Just point your browser to the address above and click on the Pokémon you think would win in the randomly generated face-off. Great fun!


POKÉMON


WORLD

Top Tips

There are four things you can control when launching a paper airplane; each affects the flight pattern.

1. Angle of launch

Most paper planes need to be launched almost horizontally or with a slight upwards angle. Others need a steep launch so they fly straight up before starting a slow descent.

2. Speed of launch

Some 'flying wing' planes only need the gentlest of launches since they are delicate. Others should be launched at a medium speed; a few should be launched as fast as possible. Experiment to find the best one for your design.

3. Trimming

This means adjusting the various parts of the plane. The most important is the angle between the wings, or dihedral. On most designs, you should have the wings at an angle, to make the plane more stable. Make any changes small ones, testing each time to see what happens to the flight.

4. Paper

Certain types of paper (such as sugar paper) are no good for planes: they will have drooping wings and tear easily. You want crisp paper that holds its creases. A4 photocopy paper is perfect and very cheap to buy in packs of 500. If you can find brightly coloured paper, your plane will look much more impressive, or you could download and print the cool plane patterns at *IsItABird.co.uk*

Each of these factors will affect the others! If you throw slower, you may need a slightly larger launching angle. The only way to find out is by experimenting. After a little while, you'll know what to adjust and by how much to get a perfect flight.

How to fold

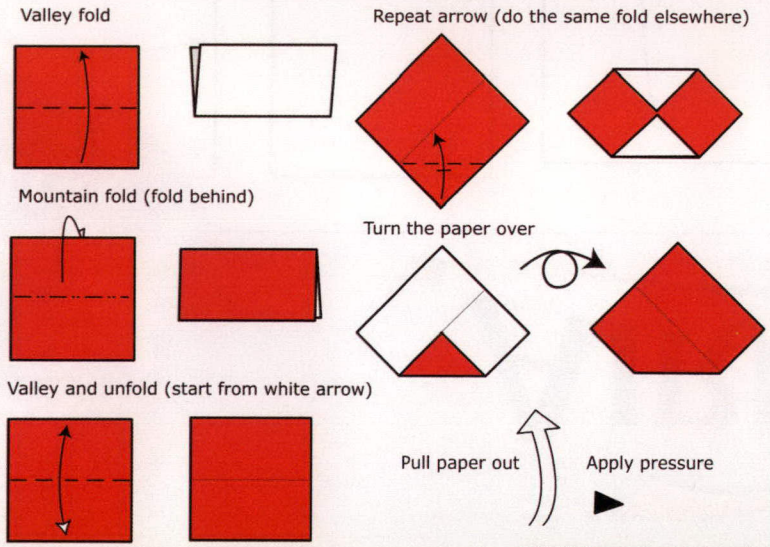
To fold neatly and accurately you should take your time with every fold. Line up the paper carefully, hold it in place with one hand, then flatten the crease with the other hand.

Always fold on a flat surface with good lighting.

Try to set aside time so you can fold without feeling rushed.

Study the symbols carefully before starting one of the planes. If you're not sure, there is plenty of information on the internet.

A large test area is always useful and remember that paper planes don't fly well outdoors. Always make sure you launch the plane away from any bystanders!


Valley fold
Repeat arrow (do the same fold elsewhere)
Mountain fold (fold behind)
Turn the paper over
Valley and unfold (start from white arrow)
Pull paper out
Apply pressure

© Nick Robinson **www.origami.me.uk**

Paper plane party games

Paper planes don't just have to be something you make when you are bored in a lesson – here are some ideas that you can try out with your friends to find out who is the best paper-plane AIRMAN!

Longest and furthest contest

- Stand all the contestants in a line with their paper planes in hand.
- On the signal, all the contestants are to launch their paper planes.
- The winners are the planes that stay in the air for the longest or land the furthest away from the starting line.
- If you want to make the game last longer, each contestant can go in turn.

TIP: Only measure to where the plane lands, not to where it skids.
TIP: You could also measure whose plane goes the highest, or has the best landing.
TIP: You could also try this with the contestants blindfolded to see if the results change!

Race and chase!

- Choose a starting line and a finishing line (e.g. two sides of a sports hall, or either end of a football field).
- Line up all the contestants on the starting line.
- On the signal, all the contestants have to throw their paper planes as far as possible.
- They then need to run to where the plane landed and throw the plane again, until they cross the finishing line.
- NO running with the plane in your hand. The winner is the person who gets themselves and their plane over the line first.

TIP: Choose a paper plane that flies well in a straight line.

Plane trains

- Make two paper planes, one at least double the size of the other.
- Tie a piece of string from the back of the big plane to the front of the little plane.
- Throw the big plane and watch the little plane whizzing around as it tries to keep up.

Crazy golf with paper planes

- Create your own obstacle course, like a crazy golf course but for paper planes. The aim is to get your plane into an empty bucket in as few throws as possible. A potential course might be:

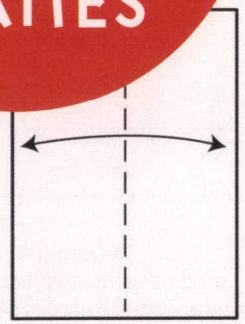
Hole 1: *Stand at a starting point and throw the plane into the bucket in a straight line in as few shots as possible.*
Hole 2: *Put the bucket on a chair and throw the plane in.*
Hole 3: *Put the bucket behind a tall obstacle, like a tree, and throw the plane round and into the bucket.*
Hole 4: *Put the bucket behind a low wide obstacle, like a bench, and throw the plane over into the bucket.*
Hole 5: *Use a smaller bucket and place it under a large table. Throw the plane under the table but into the bucket.*
Final: *Try one of the above holes but with the contestants blindfolded.*

- The lowest score wins, just like golf.

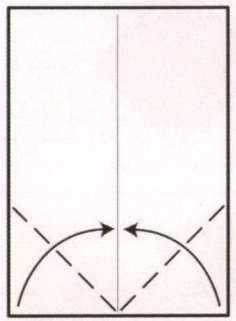
TIP: You don't have to use a bucket – use anything that the planes can land on or in, like a mat or a small box.

OUR TOP 4 PAPER PLANES

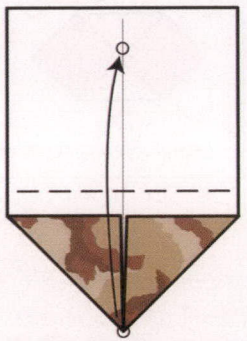
AIRMAN



1. Start with a rectangle, white side up. Fold in half, crease and unfold.



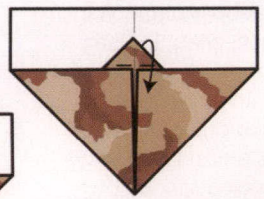
2. Fold each half of the lower edge to the vertical centre crease.



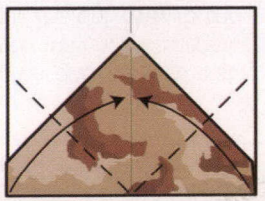
3. Fold the lower corner to the circled spot, just short of the upper edge.

Glider

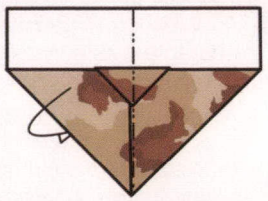
Traditional



5. Fold the small triangle over the corners.



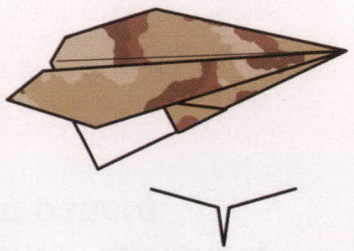
4. Fold each half of the lower edge to the vertical centre.



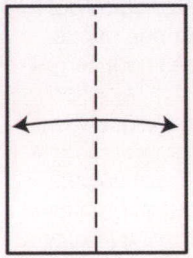
6. Fold the left half behind.

7. Fold the lower right edge to the left-hand vertical edge. Crease firmly. Repeat underneath.

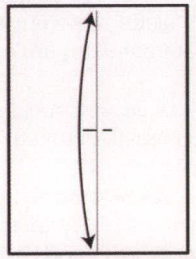
8. Open both wings to match the profile.



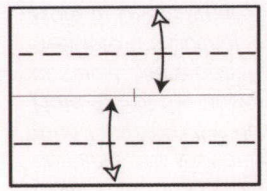
To launch, hold by the fuselage, launch smartly forwards and slightly upwards. Or throw directly up into the air!



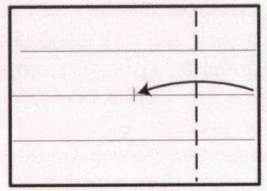
1. Start with a rectangle, white side up. Fold in half, crease and unfold.



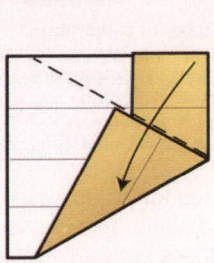
2. Gently mark the centre point of the crease.



3. Rotate the paper, fold the upper and lower edges to the centre, crease and unfold.



4. Fold the right-hand edge to the centre mark.

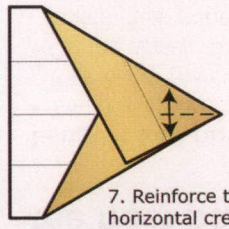


5. Start at the right edge, fold the lower corner to lie on the circled crease.

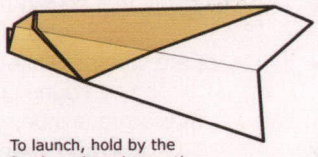
6. Fold the upper right edge over the lower.

Delta Glider

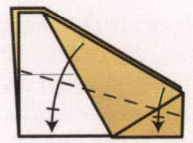
© Nick Robinson



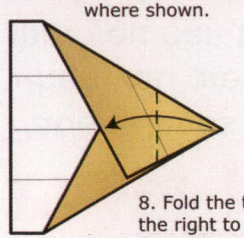
7. Reinforce the horizontal crease where shown.



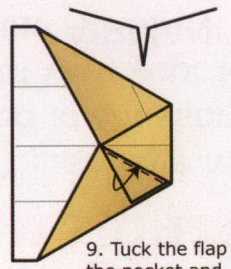
To launch, hold by the fuselage, launch smartly forwards and slightly upwards.



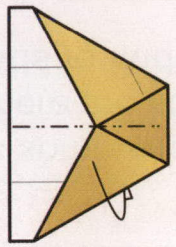
11. Fold the upper edge to meet the lower edge. Repeat underneath. Open wings to match the profile.



8. Fold the tip on the right to meet the centre.

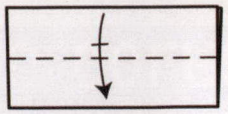


9. Tuck the flap into the pocket and flatten the paper.

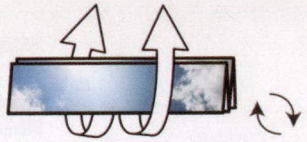


10. Fold the lower half underneath.

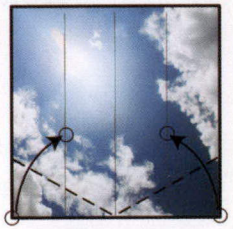
1. Start with a square, coloured side up. Fold in half from bottom to top.



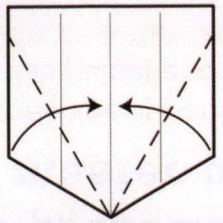
2. Fold the upper edge to the bottom. Repeat underneath.



3. Unfold and rotate 90 degrees.

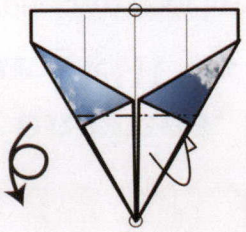


4. Fold the lower corners to meet the circled creases.



5. Turn over, fold the lower edges to the vertical centre.

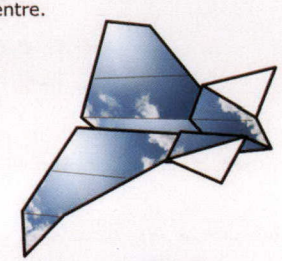
6. Fold the lower point behind to meet the upper edge.

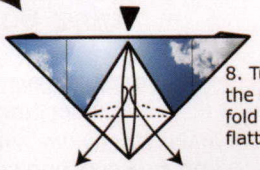


Little Nicky

© Nick Robinson

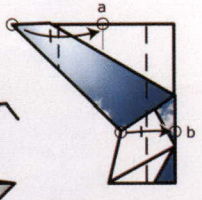
7. Turn over, fold the lower edges to the vertical centre.



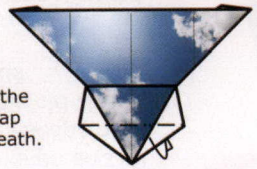


8. Turn over, open the centre pocket, fold down and flatten.

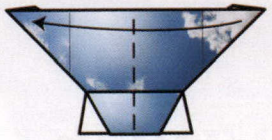
Launch rapidly in any direction!



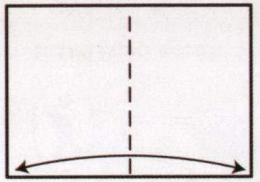
11. Fold wingtips to circled crease (a), fold the body in half to circled edge (b). Repeat underneath. Open to match the profile.



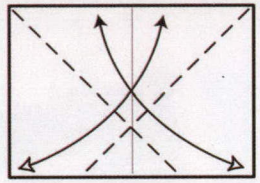
9. Fold the lower flap underneath.



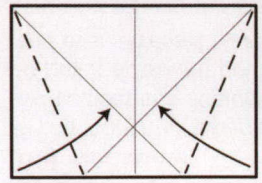
10. Fold in half from right to left.



1. Start with a sheet of A4. Fold in half from side to side, then unfold.



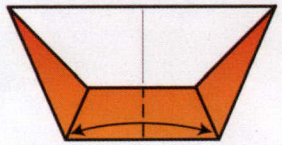
2. Fold lower left and right edges to the top edge, crease and unfold.



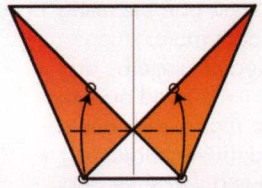
3. Fold lower left and right edges to the most recent creases.

Eagle

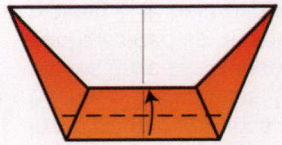
© Nick Robinson



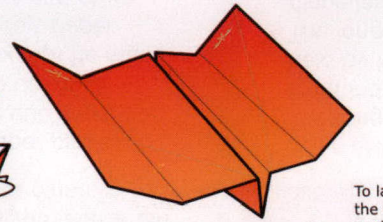
5. Fold firmly though all layers.

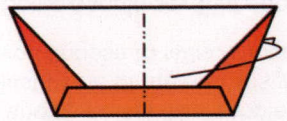


4. Fold the lower corners to meet the inner edges.



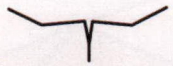
6. Fold the lower section in half.

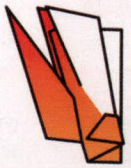




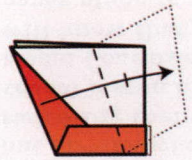
7. Fold the right side underneath.

To launch, hold the fuselage, push forwards firmly at a slight upwards angle.

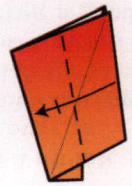




10. Unfold the wings. Adjust them to match the profile.

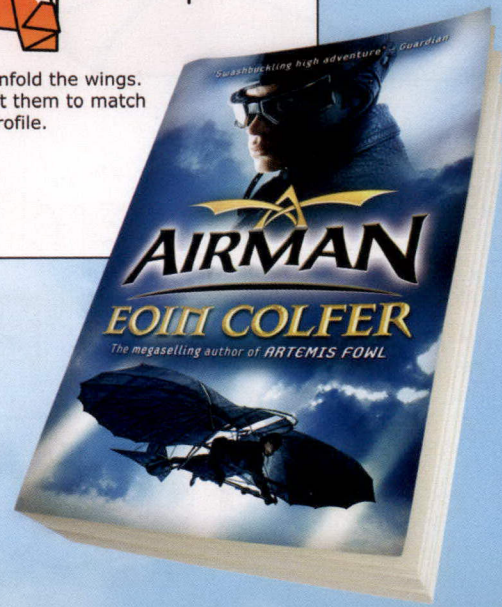


8. Fold the first wing over at an angle to the dotted position. Repeat underneath.



9. Fold the outer edge of the wing to meet the inner edge. Repeat underneath.

To download colourful patterns for your paper planes and to watch step-by-step videos of how to make these paper planes, go to **IsItABird.co.uk**



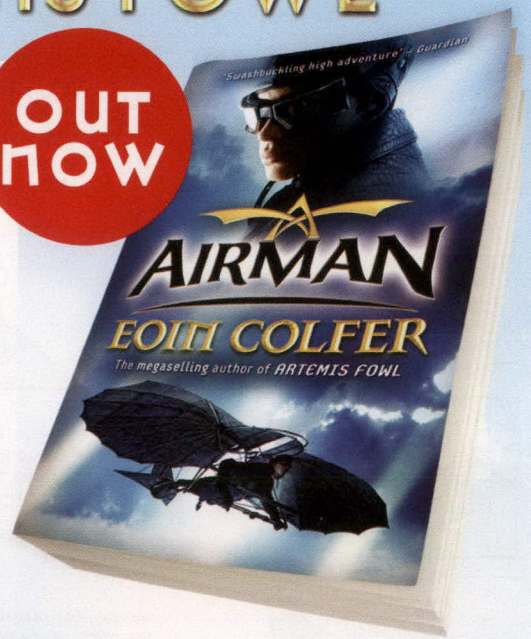
Models & Diagrams © Nick Robinson except glider, traditional
www.origami.me.uk

PAGE-FLIPPING FUNNY WICKED INVENTIVE THRILLING ADVENTURE
ONE WORD: COLFER

FROM THE BESTSELLING AUTHOR OF

ARTEMIS FOWL

OUT NOW



One dark night on the island of Great Saltee, fourteen-year-old Conor is framed for a terrible crime he didn't commit. Thrown into prison by the dastardly Hugo Bonvilain, Conor is trapped in a seaswept dungeon and branded a traitor. He must escape and clear his name; he wants his old life back – his family, his friends . . . and his princess.

Conor knows there is only one way out. It's an impossible task, which has never been done before. But Conor is determined to do it. He'll have to fly.

'Swashbuckling high adventure' - *Guardian*

HAVE YOU GOT WHAT IT TAKES TO BE AN AIRMAN?

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Build your own mini flying machine (it could even be one of the paper planes in this guide) and you could **win the helicopter ride of a lifetime!**

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PAGE-FLIPPING FUNNY WICKED INVENTIVE THRILLING ADVENTURE

ONE WORD: COLFER

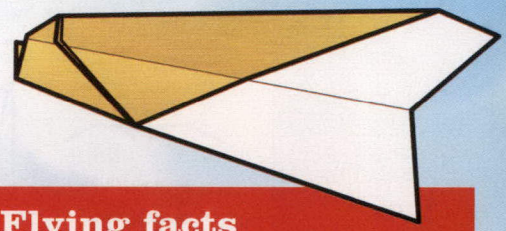
AIRMAN

How to build THE best paper planes

They seem like such a simple thing, but anyone who has ever sat twiddling their thumbs during a school lesson and tried to fashion a model Concorde out of a sheet of A4 will know that creating a good paper plane is a real art. Nose dives, random flight patterns and unpredictable landing points (like people's heads) are just some of the hazards you face when you choose to launch your plane.

Some people say that paper planes were invented in China 2,000 years ago; others say that Leonardo da Vinci invented paper planes, except he made his out of parchment. Today, paper planes have become more and more sophisticated so here is your guide to making THE best paper planes. Time to get folding and take to the skies!

IsItABird.co.uk



Flying facts

Paper plane records:

- The longest duration of a paper plane flight indoors is 27.6 seconds and is held by Ken Blackburn in the US.
- The longest distance flown by a paper plane launched indoors from the ground is 58.82m – that's almost as long as a 747 plane!
- The largest wingspan of a paper plane was 12.5m and was launched by one person.
- The smallest paper plane was made under a microscope in Japan using tweezers and was made from a piece of paper 2.9mm square. It had to be displayed on top of a sewing needle.

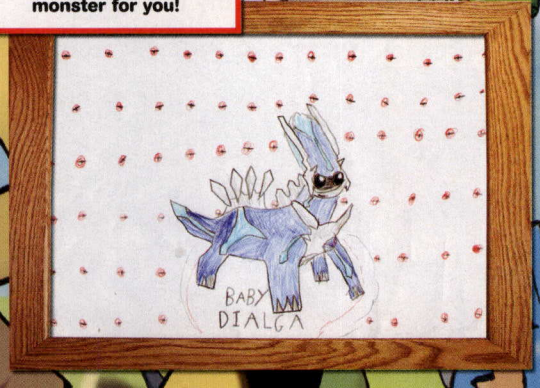
Did you know?

If you launched a paper plane in space it would float in a straight line without gravity to pull it down – it could fly on forever and ever, unless it hit something . . .

Pika-Pics

A new year, and we're still trying to get through all the post from 2008! Here's a selection of pics we've found...

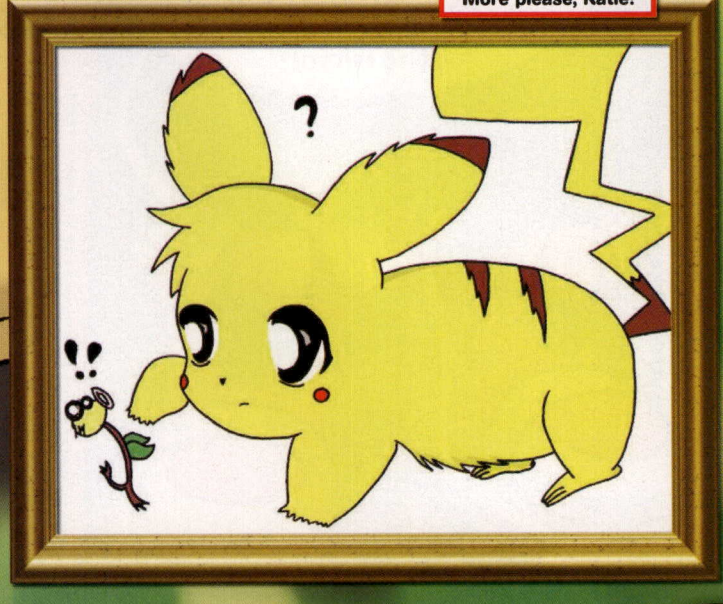
Ever wondered what a baby Dialga would look like? Well wonder no more... Jamie Taylor-Goff, age 10 from London has drawn this monster for you!



All the way from Geneva in Switzerland is this great pic of Aggron by Thomas Haylock, age 11.

Here is a picture of Buizel at a beach from Oliver Bowring, age 12 from London. Ahh, roll on the summertime!

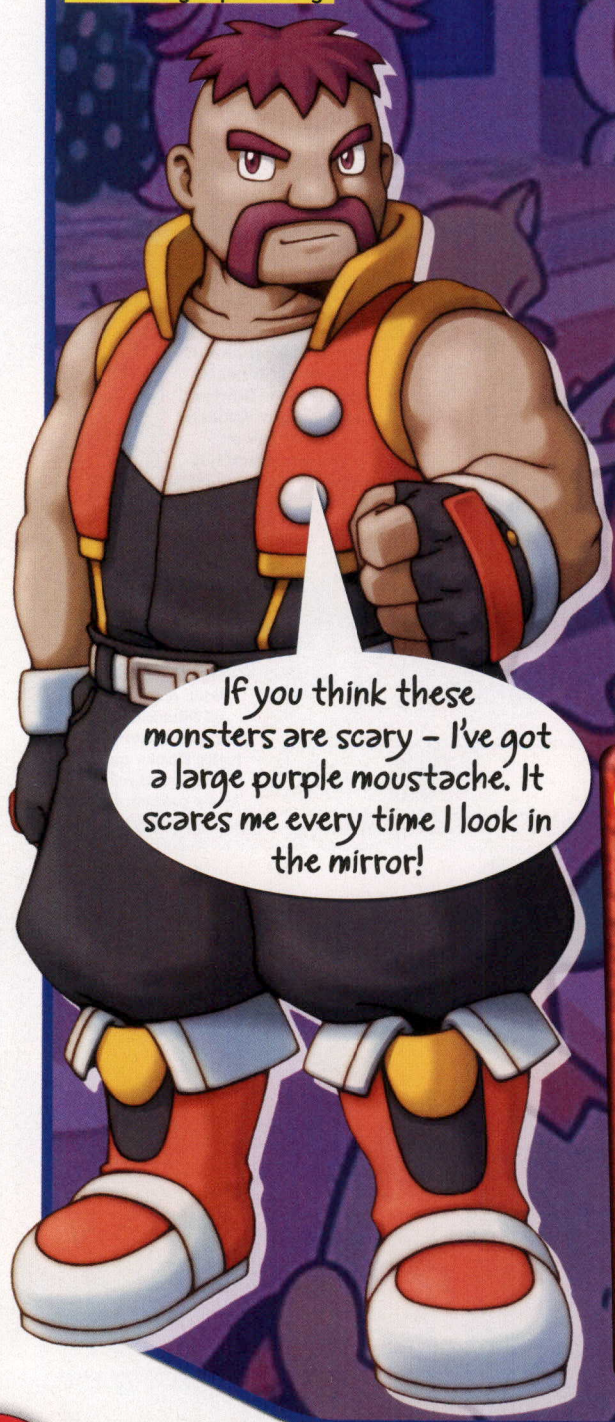
Wow! A great pic of Pikachu with Bellsprout here from Katie Rooke age 14 from Lincolnshire. More please, Katie!



Well done to Rahul Geol, age 8 from Wanstead. This is a brilliant picture of his favourite Pokémon.

DESIGN A MONSTER!

"Where's my monster?" I hear you cry... well if you've sent one in, chances are it's sitting with the other 4,234 waiting to be printed. We'll get around to them all eventually... probably!



Evolution: None

Spikener

7

Pokémon type: Unknown

Special attacks: Spike Throw, Disturb Echo, Laser Destruction

Brief Description: This Pokémon can run 200 miles per hour! It can hypnotise Pokémon when they're asleep.

Jake Pallett, age 7

Evolution: Make Pikachu hold a Sea incense and then trade a Christmas berry with another Pokémon

Surfing Pikachu

6

Pokémon type: Water/Electric

Special attacks: Waterbolt, Pika Tackle, Waterwave, Thunder Meteor

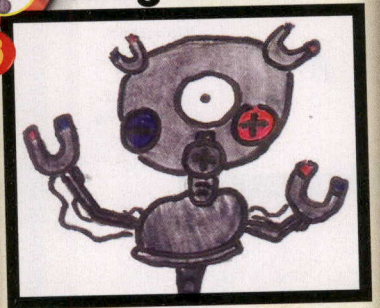
Brief Description: This Pokémon hates water but likes to surf. He got a surfboard for Christmas so he can go on the water without getting wet.

Matthew Rowberry, age 8

Evolution: Magnebot is the result of a bunch of Magnetons combining their bodies after a major thunderstorm

Magnebot

5



Pokémon type: Electric/Steel

Special attacks: Steel Punch, Thunder Blast, Deafening Blow

Brief Description: This Pokémon hates water but likes to surf. He got a surfboard for Christmas so he can go on the water without getting wet.

Daniel Jacob Hardy, age 13

DID YOU KNOW?

You can email your monster creations to us if you like! Just make the subject 'Design A Monster'!

Important

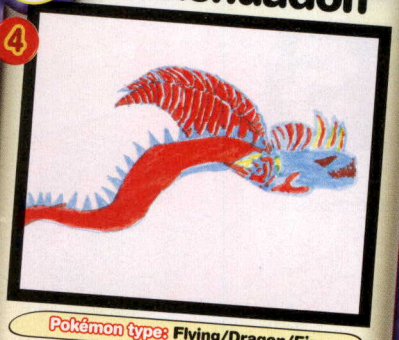
Sadly we can't return any of your drawings as it would take us all day just putting pictures in envelopes! We do try to print as many monsters as we can, but inevitably not all will make it on to the page.

MONSTER OF THE MONTH!

Evolution: None

Pickchuadon

4



Pokémon type: Flying/Dragon/Fire

Special attacks: Wing Slice, Blaze Spikes

Pokémon World

Brief Description: This Pokémon can kill with one strike of its wing.

Liam Orchard, age 8

Evolution: None

Clesendo

3

Pokémon type: Psychic/Water

Special attacks: Golden Eye, Jet Waterfall, Tsunami, Extreme Stream

Pokémon World

Brief Description: Clesendo can hypnotise his opponents with his rapid changing patterns and the ability to never blink. No one has ever caught a Clesendo without getting hypnotised. Clesendo can be found in Flace lake, an area where people who found the area have never come back. Therefore the mystery of where it is still unknown.

Benjamin Corbett, age 10

Evolution: None

Kryger

1

Pokémon type: Ghost/Dragon/Psychic/Ground

Special attacks: Shadow Impact, Judgement, Special Rend, Outrage

Pokémon World

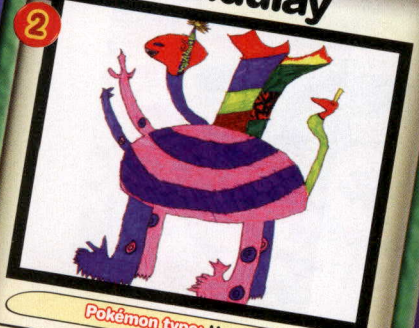
Brief Description: This Legendary Pokémon is the most powerful and dangerous creature you can meet. You can only see it at the Hall of Origin by using the Azure flute.

Ben Elwell-Grove, age 9

Evolution: Breed a Diagla and a Palkia then use an opal stone on it

Danidulay

2



Pokémon type: Unknown

Special attacks: Confusion Ray, Destruction Ray

Pokémon World

Brief Description: The yellow point sends out Confusion Rays and its feet send out Destruction Rays every time it puts a foot down. This Pokémon has only been seen seven times around the west coast of Sinnoh.

Colum Ferry, age 11

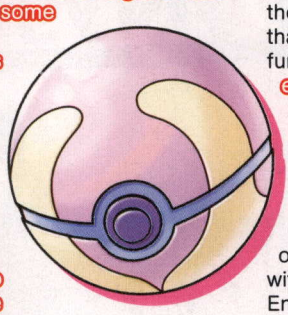
SEND IN YOUR CREATION...

If you've drawn a grisly monster and you would like to share it with other Pokémon World readers, then either email it to pokemonworld@imagine-publishing.co.uk making sure you put 'Design-A-Monster' in the subject line, or send it by post to... Design A Monster, Pokémon World, Richmond House, 33 Richmond Hill, Bournemouth, Dorset, BH2 6EZ

POKÉMON WORLD POKÉDEX CARDS

So how are you getting on with your Pokémon World Pokedex Card collection, eh? We have been printing cards now for 11 issues. **18 Pokémon cards per issue – so that's a total of 198 cards so far.** With 493 Pokémon to collect that means you have another 295 to go, or 17 issues of the magazine if you prefer! Of course, we know you will see it through to the end just like us!

The reason for doing this? Well **we thought it would be a good idea to bring you some collectable cut-out cards each issue,** printing the fronts and backs on back-to-back pages so that you can **cut them out and laminate them if you wish to create the ultimate collection** of Pokémon in National Pokédex order. We've made sure the cards include all the Pokémon stats you need, so that **you can play a Top Trumps-like game with them if you wish,** along with the Pokémon type, height, weight, classification and description from either *Diamond* or *Pearl*. But then we've gone that little bit further to **give you each Pokémon's first appearance in the cartoon series and the location** you can find them in the DS games, along with their evolution chain. Why not email or write to us to tell us if you're making use of your collectable cards – we'd love to see some photos of you playing with them! Enjoy the Pokédex!



All the base stats are here for you to check out before using a Pokémon in the videogames.

We've given you the sprite from Diamond and Pearl, and another sprite from either the earliest game this Pokémon appears in or its back sprite if it's a new one.

Believe it or not, you'll find the name of the Pokémon and its National Pokédex number at the top of the card!

Want to know if this Pokémon has starred in the Pokémon anime? Find out here! If it hasn't appeared we give you some other nugget of info.

Carnivine
National Pokedex No.
455
Type: GRASS
Classification: Bug Catcher Pokémon
Height: 4' 07"
Weight: 59.5 lbs
Ability: Levitate
Description: It attracts prey with its sweet-smelling saliva, then chomps down. It takes a whole day to eat prey.
Sprite: From Diamond & Pearl
Sprite: Shiny back sprite
Base statistics:
HP 74 ATTACK 100 DEFENSE 72 SP. ATT 90 SP. DEF 72 SPEED 46
Anime: A Carnivine is owned by James, it's a childhood friend of his he rediscovers at his old family mansion in Sinnoh. It's in the episode 'Two Degrees of Separation'.
Location: Carnivine are rare Pokémon in Diamond & Pearl. If you need one try looking around the Great Marsh area.
Evolution:
Basic
Carnivine

All the main info is on the front of the card – type, classification, height, weight, ability and the description from Diamond and Pearl.

We've given you the location of this Pokémon in Diamond and Pearl so you can find it for yourself!

Want to know the evolution chain for this Pokémon? You'll find it here along with how it evolves.

Purugly

National Pokédex No. 432

Type: NORMAL Classification: Tiger Cat Pokémon

Height: 3' 03" Weight: 96.6 lbs Ability: Thick Fat & Own Tempo

Description: To make itself appear intimidatingly beefy, it tightly clenches its waist with its twin tails.

Smoochum

National Pokédex No. 238

Type: ICE PSYCHO Classification: Kiss Pokémon

Height: 1' 04" Weight: 13.2 lbs Ability: Oblivious & Forewarn

Description: It tests everything by touching with its lips, which remember what it likes and dislikes.

Ampharos

National Pokédex No. 181

Type: ELECTR Classification: Light Pokémon

Height: 4' 07" Weight: 135.6 lbs Ability: Static

Description: The tip of its tail shines brightly. In the olden days, people sent signals using the tail's light.

Spearow

National Pokédex No. 21

Type: NORMAL FLYING Classification: Tiny Bird Pokémon

Height: 1' 00" Weight: 4.4 lbs Ability: Keen Eye

Description: It flaps its small wings busily to fly. Using its beak, it searches in grass for its prey.

Slowbro

National Pokédex No. 80

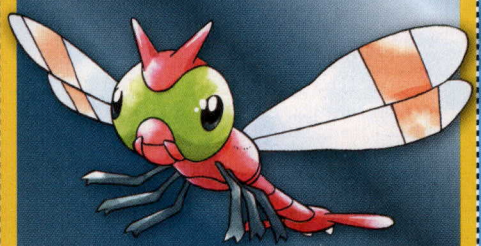
Type: WATER PSYCHO Classification: Hermit Crab Pokémon

Height: 5' 03" Weight: 173.0 lbs Ability: Oblivious & Own Tempo

Description: Though usually dim-witted, it seems to become inspired if the Shellder on its tail bites down.

Yanma

National Pokédex No. 193



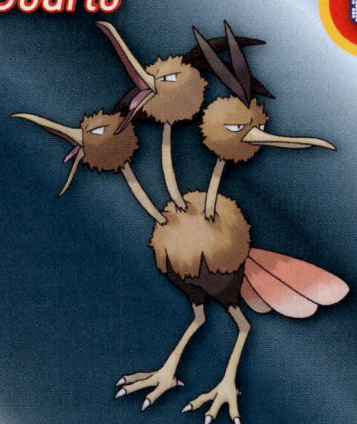
Type: BUG FLYING Classification: Clear Wing Pokémon

Height: 3' 11" Weight: 83.8 lbs Ability: Speed Boost & Compoundeyes

Description: Its eyes can see 360 degrees without moving its head. It won't miss prey — even those behind it.

Dodrio

National Pokédex No. 85



Type: NORMAL FLYING Classification: Triple Bird Pokémon

Height: 5' 11" Weight: 188.0 lbs Ability: Run Away & Early Bird

Description: When Doduo evolves into this odd breed, one of its heads splits into two. It runs at nearly 40mph.

Poliwag

National Pokédex No. 60

Type: WATER Classification: Tadpole Pokémon

Height: 2' 00" Weight: 27.3 lbs Ability: Water Absorb & Damp

Description: Its skin is so thin, its internal organs are visible. It has trouble walking on its newly grown feet.

Parasect

National Pokédex No. 47

Type: BUG GRASS Classification: Mushroom Pokémon

Height: 3' 03" Weight: 65.0 lbs Ability: Effect Spore & Dry Skin

Description: A mushroom grown larger than the host's body controls Parasect. It scatters poisonous spores.

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 90 | ATTACK 75 | DEFENSE 75 | SP. ATT 115 | SP. DEF 90 | SPEED 55

Anime: In 'Fight For The Light!' a girl called Jasmine has an Ampharos that lights up a Shining Lighthouse in Olivine City.

Location: There are no Ampharos to be found naturally in the DS adventures, you will need to evolve a Flaaffy or Trade to get yourself one.

Evolution:
Basic > At Lv.15 > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 45 | ATTACK 30 | DEFENSE 15 | SP. ATT 85 | SP. DEF 65 | SPEED 65

Anime: We first saw a Smoochum in the Pokémon cartoon in 'Pikachu & Pichu'. It was in the Pichu Brothers' gang.

Location: Smoochum is a swarm Pokémon. Why don't you check Lake Acuity if you would like to find one in your DS adventure?

Evolution:
Basic > At Lv.30

Sprite: From *Diamond & Pearl*

Sprite: Back view

Base statistics:
HP 71 | ATTACK 82 | DEFENSE 64 | SP. ATT 64 | SP. DEF 59 | SPEED 112

Anime: Grab yourself a copy of the movie *The Rise Of Darkrai* where you will see a Purugly sitting up on a rooftop. There's also one in Japanese episode 'Team Galaxy Attacks! Part 2'.

Location: There are no Purugly in *Platinum* but you can find them on Routes 222 and 229 in *Diamond* and *Pearl*.

Evolution:
Basic > At Lv.38

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 65 | ATTACK 65 | DEFENSE 45 | SP. ATT 75 | SP. DEF 45 | SPEED 95

Anime: We saw a Yanma smashing some glass in a town in the episode 'Wings 'N' Things'.

Location: Yanma is a rare Pokémon. Try looking around the Great Marsh to find one.

Evolution:
Basic > Ancient Power

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 95 | ATTACK 75 | DEFENSE 110 | SP. ATT 100 | SP. DEF 80 | SPEED 30

Anime: The 'Island Of The Giant Pokémon' had a Slowpoke that was asked for help by Ash's missing Pokémon. It ends up evolving into a Slowbro at the end of the episode.

Location: You won't find any Slowbro in the DS games, you will have to use Pal Park where it will appear in the Pond, or evolve a Slowpoke.

Evolution:
Basic > At Lv.37

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 40 | ATTACK 60 | DEFENSE 30 | SP. ATT 31 | SP. DEF 31 | SPEED 70

Anime: Right back in the first ever episode of Pokémon, Ash was attacked by a big flock of Spearow. The leader of the flock evolved into a Fearow and came back for more!

Location: Routes 225 and 226 are the place to be to find a Spearow in the DS games.

Evolution:
Basic > At Lv.20

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 | ATTACK 95 | DEFENSE 80 | SP. ATT 80 | SP. DEF 80 | SPEED 30

Anime: Cassandra, a young girl from the medicine shop in Mossgreen Village, has a Paras that evolves into a Parasect in 'The Problem With Paras'.

Location: Evolve yourself a Paras if you would like a Parasect.

Evolution:
Basic > At Lv.24

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 40 | ATTACK 50 | DEFENSE 40 | SP. ATT 40 | SP. DEF 40 | SPEED 90

Anime: In the episode 'Gonna Rule The School', a Poliwag was used as one of the Pokémon in the Trainer's School.

Location: These are uncommon Pokémon. Look around Routes 225, 226 and 228 with the Good Rod.

Evolution:
Basic > At Lv.25

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 | ATTACK 110 | DEFENSE 70 | SP. ATT 60 | SP. DEF 60 | SPEED 100

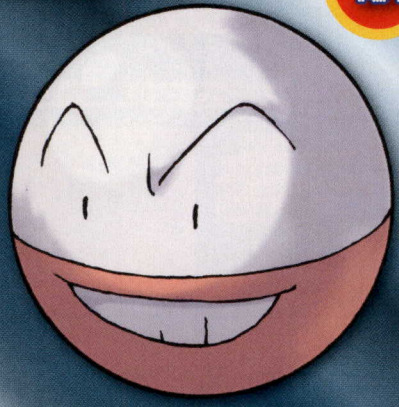
Anime: Another Pokémon who made its debut in the very first Pokémon episode 'Pokémon – I Choose You!'. It was crying into the sky like a cockerel!

Location: Evolve a Doduo to get a Dodrio into your game, or if you use the Pal Park it will appear in the Field.

Evolution:
Basic > At Lv.31

Electrode

National Pokédex No. 101



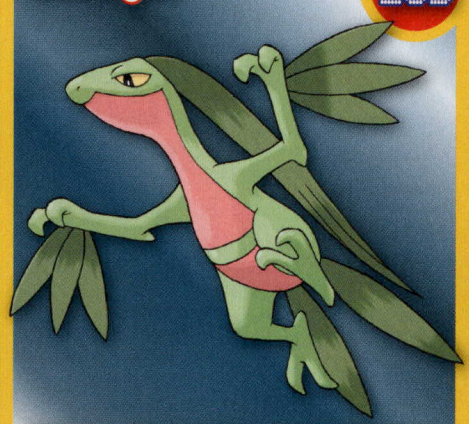
Type: ELECTR Classification: Ball Pokémon

Height: 3' 11" Weight: 147.0 lbs Ability: Soundproof & Static

Description: It is known to drift on winds if it is bloated to bursting with stored electricity.

Grovyle

National Pokédex No. 253



Type: GRASS Classification: Wood Gecko Pokémon

Height: 2' 11" Weight: 47.6 lbs Ability: Overgrow

Description: It lives in dense jungles. When it's closing in on its prey, it leaps from branch to branch.

Vileplume

National Pokédex No. 45

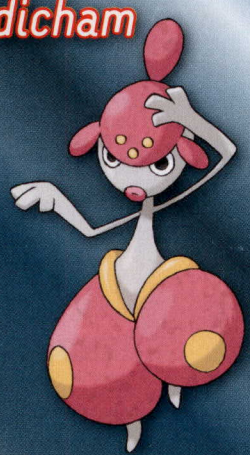
Type: GRASS POISON Classification: Flower Pokémon

Height: 3' 11" Weight: 41.0 lbs Ability: Chlorophyll

Description: Its petals are the largest in the world. As it walks, it scatters extremely allergenic pollen.

Medicham

National Pokédex No. 308



Type: FIGHT PSYCHO Classification: Meditate Pokémon

Height: 4' 03" Weight: 69.4 lbs Ability: Pure Power

Description: Through daily meditation, it hones its spiritual power. It can sense what others are thinking.

Breloom

National Pokédex No. 286

Type: GRASS FIGHT Classification: Mushroom Pokémon

Height: 3' 11" Weight: 86.4 lbs Ability: Effect Spore & Poison Heal

Description: Its short arms stretch when it throws punches. Its technique is equal to that of pro boxers.

Azumarill

National Pokédex No. 184

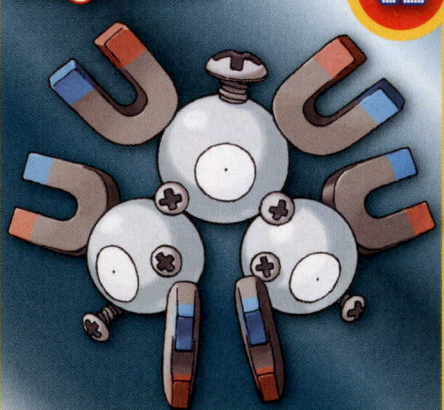
Type: WATER Classification: Aquarabbit Pokémon

Height: 2' 07" Weight: 63.0 lbs Ability: Thick Fat & Huge Power

Description: Its long ears are superb sensors. It can distinguish the movements of living things on riverbeds.

Magneton

National Pokédex No. 82



Type: ELECTR STEEL Classification: Magnet Pokémon

Height: 3' 03" Weight: 132.0 lbs Ability: Magnet Pull & Sturdy

Description: It is actually three Magnemite linked by magnetism. A group can set off a magnetic storm.

Mr. Mime

National Pokédex No. 122

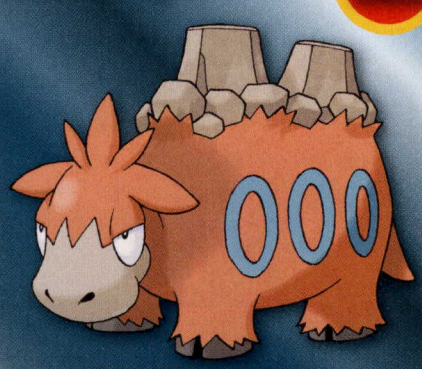
Type: PSYCHO Classification: Barrier Pokémon

Height: 4' 03" Weight: 120.1 lbs Ability: Soundproof & Filter

Description: Emanations from its fingertips solidify the air into invisible walls that repel even harsh attacks.

Camerupt

National Pokédex No. 323



Type: FIRE GROUND Classification: Eruption Pokémon

Height: 6' 03" Weight: 485.0 lbs Ability: Magma Armor & Solid Rock

Description: It has volcanoes on its back. If magma builds up in its body, it shudders, then erupts violently.

POKÉMON WORLD POKÉDEX CARDS

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 75 ATTACK 80 DEFENSE 85 SP. ATT 100 SP. DEF 90 SPEED 50

Anime: If you look carefully at the episode 'Pokémon Scent-sation' you will see a Vileplume popping up as one of the Pokémon owned by the attendants at Celadon Gym.

Location: In *Diamond*, *Pearl* and *Platinum* Vileplume are not to be found. You will need to evolve a Gloom.

Evolution:
Basic > At Lv.21 > Leaf Stone

Oddish → Gloom → Vileplume

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 50 ATTACK 65 DEFENSE 45 SP. ATT 85 SP. DEF 65 SPEED 95

Anime: A Grovyle was first seen in 'What You Seed Is What You Get'. There was a girl Trainer called Natasha who worked on a watermelon field who had one.

Location: There are no Grovyle in the DS games at all. You will need to transfer one via the Pal Park.

Evolution:
Basic > At Lv.16 > At Lv.36

Treecko → Grovyle → Sceptile

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 60 ATTACK 50 DEFENSE 70 SP. ATT 80 SP. DEF 80 SPEED 140

Anime: This ball-like Pokémon was used in a race in the episode 'The Flame Pokémon-athon'.

Location: A Voltorb will have to be evolved to get an Electrode into your game. Or it will be in the Field if transferred through Pal Park.

Evolution:
Basic > At Lv.30

Voltorb → Electrode

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 100 ATTACK 50 DEFENSE 80 SP. ATT 50 SP. DEF 80 SPEED 50

Anime: There was a female Azumarill used in a circus in the episode 'Love, Totodile Style'.

Location: Evolve yourself a Marill, Trade or use the Pal Park to get an Azumarill in your DS adventures.

Evolution:
Basic > Happiness > At Lv.18

Azurill → Marill → Azumarill

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 60 ATTACK 130 DEFENSE 80 SP. ATT 60 SP. DEF 60 SPEED 70

Anime: The movie *Jirachi: Wishmaker* has Breloom's first appearance in the *Pokémon* anime. It's a resident of Forina.

Location: No Breloom in *Pokémon Diamond* or *Pearl* so you will have to evolve a Shroomish.

Evolution:
Basic > At Lv.23

Shroomish → Breloom

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 60 ATTACK 60 DEFENSE 75 SP. ATT 60 SP. DEF 75 SPEED 80

Anime: A girl called Grace has a Medicham in the episode 'Pros And Con Artists'. It appears during the Fallarbor Town Contest.

Location: This uncommon Pokémon is often seen on Route 217 or try Victory Road, Acuity Lakefront or Mt Coronet.

Evolution:
Basic > At Lv.37

Meditite → Medicham

Sprite: From *Diamond & Pearl*

Sprite: From *Ruby & Sapphire*

Base statistics:
HP 70 ATTACK 100 DEFENSE 70 SP. ATT 105 SP. DEF 75 SPEED 40

Anime: This is a Pokémon with an episode named after it. See its debut in 'Candid Camerupt!'. It is used to battle against Ash's Pikachu.

Location: A common Pokémon, try around Route 227 or on Stark Mountain to find one of these.

Evolution:
Basic > At Lv.33

Numel → Camerupt

Sprite: From *Diamond & Pearl*

Sprite: From *Red & Blue*

Base statistics:
HP 40 ATTACK 45 DEFENSE 65 SP. ATT 100 SP. DEF 120 SPEED 90

Anime: Ash and the gang are searching for a Mr Mime to perform in a circus in the episode 'It's Mr. Mime Time'.

Location: You need to take a trip to Route 218 or 222 to find one of these Pokémon in your DS adventures.

Evolution:
Basic > Lv. up knowing Mimic

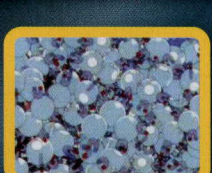
Mime Jr. → Mr. Mime

Sprite: From *Diamond & Pearl*

Sprite: From *Gold & Silver*

Base statistics:
HP 50 ATTACK 60 DEFENSE 95 SP. ATT 120 SP. DEF 70 SPEED 70

Anime: Ash and his gang are saved from a Grimer attack by a Magneton in the episode 'Sparks Fly For Magnemite'.



Location: Evolve a Magnemite to get one of these into your *Diamond* or *Pearl* or in *Platinum*. You can find one on Route 222 or on Victory Road.

Evolution:
Basic > At Lv.30 > Lv.Up in Mt. Coronet

Magnemite → Magneton → Magnezone

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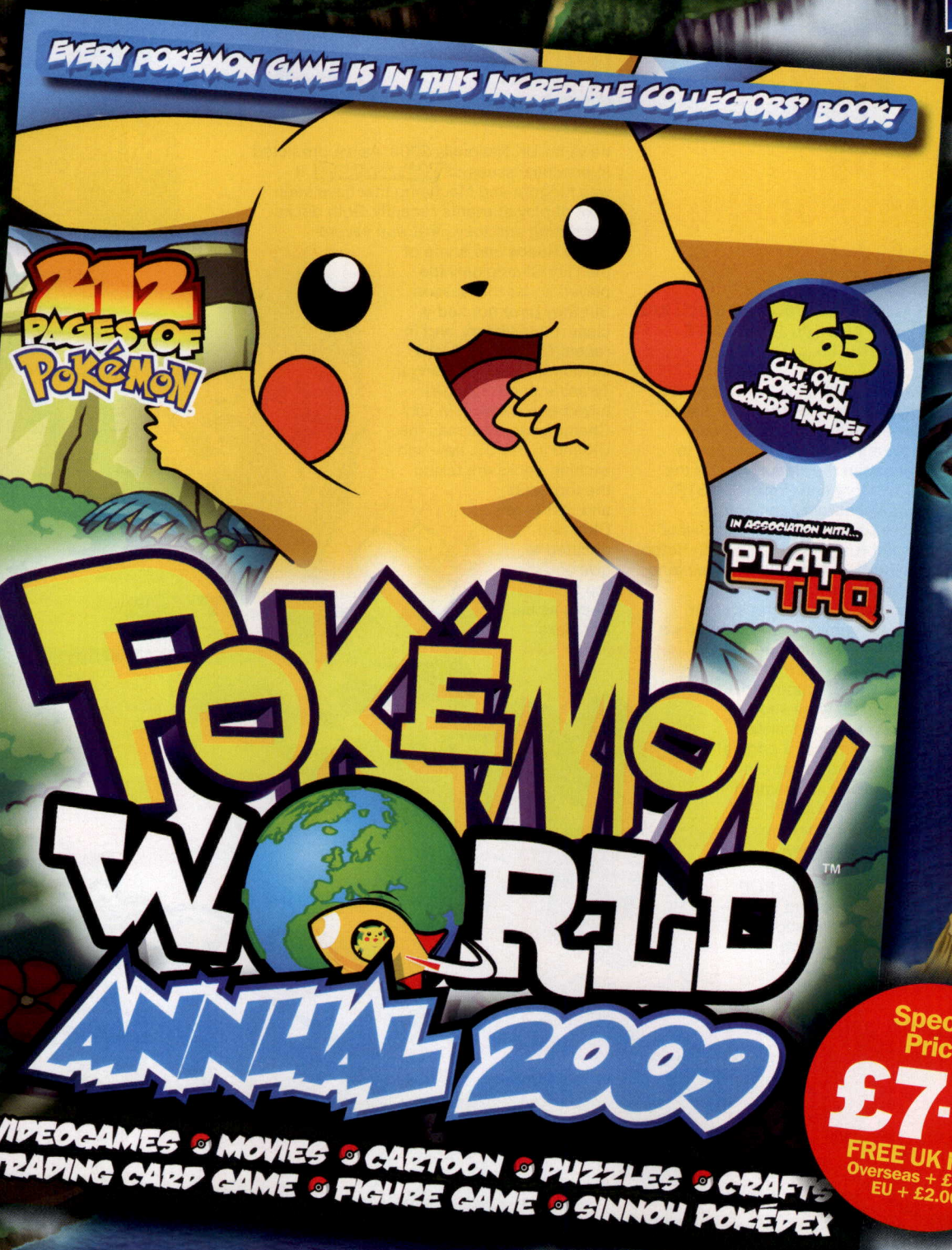
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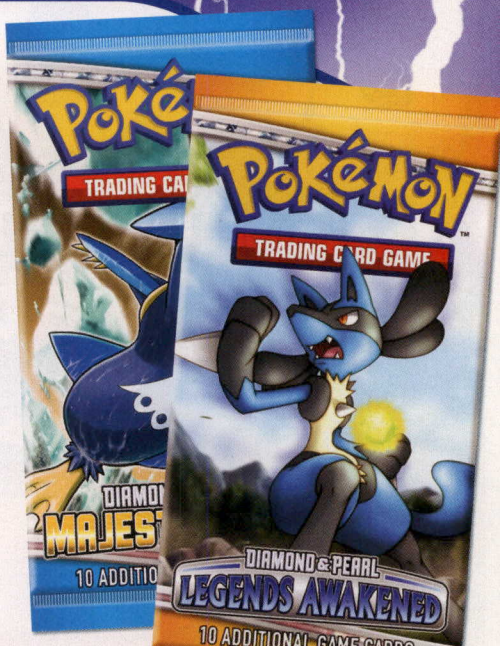


UK City Championships are Go!

We visit Brighton, Bournemouth and Crawley and get you the latest winning decklists...

Across the UK, the Pokémon TCG City Championships (CCs) have started – they kicked off back in November and go through to February, and then they make way for the UK's State, Territory and Provincial (STP) Tournaments in February and March. Plus there are some large Premier Events planned for February, like the London Battle Royale and the Bournemouth Big Weekend.

So with Pokémon Organised Play moving up a gear and with the start of the 2008/2009 Premier Event Season, we decided to send Ditto and the Pokémon World crew on the road to visit two CCs at Brighton and Bournemouth. They were kept busy at both events and insisted that they had no time for a paddle!

So with dry feet they set out to get you the inside information on just what is hot at CCs at the moment, and boy have we got four amazing decks for you this issue! We also have pictures from this season's POP events, a little background on the tournaments, the lowdown on which players are going to be hard to beat, news on upcoming events and more news on UK Nationals 2009. As we predicted in previous issues of Pokémon World, it was Kingdra and Machamp that have seen a lot of play at events recently. Both decks are strong and they have won several Battle Roads and some of the City Championships played so far this season. But they have not had a clear run to victory, and in recent CCs, other decks including Dusknoir, Gengar, Tyranitar and Regigigas have been winning. In City Championships across the UK and in the US, new and exciting decks are taking the top spots, and that is why Ditto has decided to give you his top four CC decks as his hot picks.

Fierce battles rage around the event with lots of card shuffling going on!

There's always so much to think about when playing the Pokémon card game.

POKÉMON TRADING CARD GAME
CITY CHAMPIONSHIPS
2008 – 2009

How cool is this? Sian Murray turned herself into Pikachu for the day. Well, anything to distract attention from her dad's grizzly bear beard!

Machamp is one of the four decks picked by Ditto as his current and future hot picks for tournament play – at Brighton it punched to victory in the Masters age group, just beating Dusknoir at the last moment to take victory. While at Bournemouth we saw Gengar take the top spot in the Masters age group. Meanwhile, over the pond in the US, Regigigas was outpacing all to take victory at the first of the CCs played there, and Tyranitar took over Norwich by beating all comers to the top spot.

With new decks to contend with at Brighton, Tournament Organiser, UK Nationals Head Judge and player, Russell Murray, was left confused as his Kingdra Deck collapsed against fierce competition from Machamp and Dusknoir decks. His confusion was made worse when the face-painters at the event changed his daughter into Pikachu for the day!

Brighton was a fun day out beside the sea, with a small but dedicated band of players battling out it out for the top spots among the fun and frolics of the Christmas Fair at the Brighton Race Course. It was Luke Astarita who won the Masters with his 'built the night before' Machamp deck. The players at Brighton were definitely unprepared for it and suffered as Luke swept them away as he battled onto to win his second City Championship Title, adding Brighton to the London CC Title he already won. Luke is going to be a player to watch this year as his decks are awesome and his ability to battle against all-comers and win is legendary.

At the Bournemouth CC there was a more fiercely fought competition with some of the best players in the UK in attendance. Luke, who had won Brighton the previous day, travelled to Bournemouth along with previous Nationals Champion and 2008 Pokémon TCG UK Nationals runner-up, Sami Sekkoum. Once the battles were over, it was Sami who emerged triumphant as he took his Gengar deck to victory for a well-deserved win.

Gengar is another deck that had yet to see much play in the UK, and it is the third of our Ditto's Hot Pick decks. The players at Bournemouth just had no answer to Sami's deck, and they were no match for his skill in playing it.

Ditto will be running through the decks in a moment, but before we do that we have been asked by Pokémon Organised Play UK to remind all players that Decklists are needed at all Premier Events this season. So you will need decklists for...

- City Championships
- States/Territories and Provincial Events
- Autumn and Spring Battle Roads
- Nationals
- Any other Championship Series Event and those with a 'Premier' tag

To help you make sure your list is bang up to date, go to www.go-pokemon.com/op/premierevents/championshipseries and click on the type of premier event you are going to be attending. There will be a Decklist link in the sections that are active. At the moment you are able to download the decklists for both the Autumn Battle Roads and the 2008/2009 City Championships.

Please note it is important that you complete all areas of the Deck Registration Sheet (Decklist) and make sure you include your Name, POP ID number and your Date of Birth. Then make sure you tick the correct age division and make sure that you have included the set abbreviation and collation number for each Pokémon listed. Trainers, Supporters, Stadiums and Energy cards only need to have their name listed, but make sure you are thorough and your list is accurate.

Ditto's Hot Picks

Four of the best to beat the rest...

We have kept Ditto and the Pokémon World crew busy since they got back from the Brighton and Bournemouth CC's. With four decks to dissect, Ditto has had his work cut out, but we fed him some extra back copies of your favourite gaming magazine and set him to work. So here they are: Ditto's four City Championship Hot Picks...

First up is Dusknoir. It may have only come in second place at Brighton, but Ditto was impressed by the deck's ability to spread damage and control the play area. Dusclops, Dusknoir and Dusknoir Level X are able to consistently place damage on multiple and single Pokémon while Dusknoir from Diamond & Pearl with the 'Dark Palm' Poké-Power can return Pokémon from your opponent's bench over to their deck.

Add in Lumineon that can strip out basic Pokémon from your opponent's hand and place them on his or her bench, and then hunt them using its 'Quick Swim' attack to do 20 damage, all without even attaching an energy card. You can see why this deck is very frustrating to play against!

The Stormfront Dusknoir with Shadow Command will also let you draw two cards, but at the cost of two damage counters to Dusknoir. But there is an upside to this Poké-Power. You can then attack with 'Damage Even', which places damage counters equivalent to those on Dusknoir, on any of your rival's Pokémon.

The Night Spin attack may seem weak at only 50 damage for three energy, but is a great anti-Kingdra attack, preventing all damage done to Dusknoir by opponents' Pokémon that have two or less energy attached.

Dusknoir's weakness is not an issue at the moment since it only falls victim to Tyranitar and Weavile decks. The retreat cost is high, but with Moonlight Stadium you can retreat for free, even if the Stadium does conflict with Dusknoir Level X.

Mr Mime can stop attacks from energy-efficient Pokémon like Kingdra and Gengar and force them to attach extra energy to make their attacks count. Then if you get your Dusknoir Level X knocked out, you can use the Ectoplasm Poké-Power to turn it into a Stadium Card that puts one damage counter on each of your opponent's Pokémon between turns, and returns to your hand should it be discarded from play.

If your opponent cannot get rid of it, Dusknoir Level X will leave them reeling as the damage mounts up during turns.

DUSKNOIR THE DAMAGE DEALER DECK LIST

23 Pokémon
- 4 x Duskull (Secret Wonders #86)
- 3 x Dusclops (Stormfront #34)
- 2 x Dusknoir (Stormfront #1)
- 1 x Dusknoir (Diamond and Pearl #2)
- 1 x Dusknoir LV X (Stormfront #96)
- 2 x Baltoy (Great Encounters #60)
- 2 x Claydol (Great Encounters #15)
- 2 x Finneon (Stormfront #61)
- 2 x Lumineon (Stormfront #4)
- 1 x Azelf (Legends Awakened #19)
- 1 x Azelf LV X (Legends Awakened #140)
- 1 x Mr. Mime (Mysterious Treasures #30)
- 1 x Unown G (Great Encounters #57)

23 Trainers/Supporters/Stadium
- 4 x Roseanne's Research
- 4 x Bebe's Search
- 3 x Professor Oak's Visit
- 3 x Rare Candy
- 1 x Night Maintenance
- 1 x Time Space Distortion
- 2 x Technical Machine TS-2 Devoluter
- 1 x Luxury Ball
- 1 x Premier Ball
- 1 x Warp Point
- 2 x Moonlight Stadium

14 Energy Cards
- 4 x Call Energy
- 10 x Psychic Energy

POKÉMON® ORGANIZED PLAY

Cresselia LV.48
HP 80
BASIC
Moon Twinkle
Lunar Dance
+20
STADIUM
Stadium
Moonlight Stadium
This card stays in play when you play it. Discard this card if another Stadium card comes into play. If another card with the same name is in play, you can't play this card.
The Retreat Cost for each ◉ and ◉ Pokémon (both yours and your opponent's) is 0.

Spiritomb LV.44
HP 70
BASIC
POKÉ-POWER
Curse Breath
Once during your turn, when you put Spiritomb from your hand onto your Bench, you may put 1 damage counter on all Pokémon that already have any damage counters on them (both yours and your opponent's). You can't use more than 1 Curse Breath Poké-Power each turn.
Transfer Pain
Move 1 damage counter from 1 of your Pokémon to 1 of your opponent's Pokémon.

SUPPORTER
Supporter
Cynthia's Feelings
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Shuffle your hand into your deck. Then, draw 4 cards. If any of your Pokémon were Knocked Out during your opponent's last turn, draw 4 more cards.

Next on Ditto's list is Gengar. The deck is a solid hitter, with Gengar able to hunt for victims using the 'Shadow Room' attack to put three damage counters on one of your opponent's Pokémon, or six if that Pokémon has any Poké-Powers. That will kill a Claydol in just two turns and with the 'Fainting Spell' Poké-Power, Gengar can afford to tough it out and stay upfront dealing damage knowing that when it is knocked out, your opponent may lose their attacking Pokémon on a coin flip of heads.

Gengar also has the excellent 'Poltergeist' attack that does 30 damage times the number of Trainer, Supporter Cards and Stadiums in your opponent's hand, ouch!

Add in Cresselia Level X and Dusknoir, and Gengar gives us another deck that can hunt the Active and Benched Pokémon for victims. Unlike Dusknoir alone, it does its job in a more energy-efficient way. And do not forget that potentially nasty payback of 'Fainting Spell' if it gets knocked out.

Add in Spiritomb that can use the 'Curse Breath' Poké-Power to add one damage counter to every Pokémon that already has at least one damage counter on it (and its 'Transfer Pain' attack), and you can see Gengar is a powerful deck, especially in the hands of a skilled player. ◎

◎ GHOULISH GENGAR THE GREATEST? DECK LIST

23 Pokémon
4 x Gengar (Stormfront #18)
2 x Haunter (Stormfront #40)
4 x Gastly (Stormfront #62)
2 x Cresselia LV X (Great Encounters #103)
2 x Cresselia (Great Encounters #2)
2 x Claydol (Great Encounter #15)
2 x Baltoy (Great Encounters #60)
1 x Uxie (Legends Awakened #43)
1 x Spiritomb (Legends Awakend #16)
1 x Duskull (Stormfront #59)
1 x Dusknoir (Diamond and Pearl #2)
1 x Unown G (Great Encounters #57)

23 Trainers/Supporters/Stadium
4 x Rare Candy
4 x Roseanne's Research
4 x Bebe's Search
2 x Warp Point
2 x Night Maintenance
4 x Poké Drawer Plus
1 x Luxury Ball
2 x Cynthia's Feelings

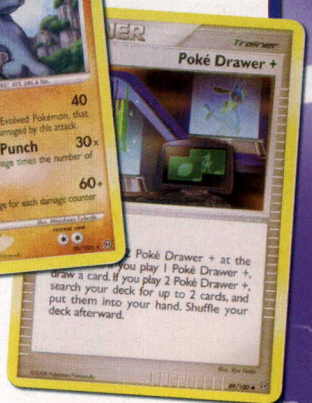
14 Energy Cards
4 x Call Energy
10 x Psychic Energy

Now it's time to turn to Machamp. We have talked about the great potential of Machamp to one-turn knockout any Basic Pokémon in previous issues of Pokémon World.

We told you how Machamp Level X can be a difficult Pokémon to knock out due to its 'Strong Willed Attack', and how adding the Diamond & Pearl Machamp with Revenge potentially gives Machamp Level X a 130 damage attack for one energy if you lost a Pokémon to your opponent's attack last turn. So here it is, the Machamp Deck in all it's glory... ◎

Machamp LV.59
HP 130
STAGE 2
Revenge
20+
Dynamic Punch
60+
Flip a coin. If heads, this attack does 60 damage plus 30 more damage and the Defending Pokémon is now Confused.

Machamp LV.62
HP 130
STAGE 2
Take Out
40
If the Defending Pokémon isn't an Evolved Pokémon, that Pokémon is Knocked Out instead of damaged by this attack.
Hurricane Punch
30×
Flip 4 coins. This attack does 30 damage times the number of heads.
Rage
60+
Does 60 damage plus 10 more damage for each damage counter on Machamp.
+30


Trainer
Poké Drawer +
When you play 1 Poké Drawer +, draw a card. If you play 2 Poké Drawer +, search your deck for up to 2 cards, and put them into your hand. Shuffle your deck afterward.

◎ MARVELLOUS MACHAMP DECK LIST

18 Pokémon
2 x Machamp (Stormfront #20)
1 x Machamp (Diamond and Pearl #31)
1 x Machamp LV X (Stormfront #98)
2 x Machoke (Stormfront #41)
4 x Machop (Diamond and Pearl #86)
2 x Claydol (Great Encounter #15)
2 x Baltoy (Great Encounters #60)
1 x Chatot (Majestic Dawn #55)
1 x Uxie (Legends Awakened #43)
1 x Azelf (Legends Awakened #19)
1 x Unown G (Great Encounters #57)

30 Trainers/Supporters/Stadium
4 x Cynthia's Feelings
4 x Poké Drawer Plus
3 x Roseanne's Research
4 x Bebe's Search
4 x Rare Candy
3 x Warp Point
2 x Stark Mountain
2 x Night Maintenance
2 x Premier Ball
1 x Luxury Ball
1 x Technical Machine TS-2 Devoluter

12 Energy Cards
12 x Fighting Energy

The last of Ditto's hot picks is a deck that has generated a lot of chatter on the internet. Potentially, it looks like a great deck, fast to build up to a huge attack, able to heal itself while sitting behind a 'Big Basic Pokémon' (BPP) and with the ability to draw lots of cards to help it out-speed your opponent. Next up, we give you the much-celebrated Regigigas Deck.

Regigigas LV.47
100
BASIC
Poké-BODY Regi Form
If you have Regirock, Regice, and Registeel in play, the attack cost of Regigigas's attacks is ★ less.
Mega Punch 30
Giga Power 60+
You may do 60 damage plus 40 more damage. If you do, Regigigas does 40 damage to itself.

Uxie LV.35
70
BASIC
Poké-POWER Set Up
Once during your turn, when you put Uxie from your hand onto your Bench, you may draw cards until you have 7 cards in your hand.
Psychic Restore 20
You may put Uxie and all cards attached to it on the bottom of your deck in any order.

Regigigas LV.48
100
BASIC
Poké-BODY Recover Mechanism
When you attach an Energy card from your hand to Regigigas, remove all Special Conditions from Regigigas.
Gigaton Punch 60+
×2

Decks like Regigigas are often called 'Tanks', where the idea is to build up a large heavy hitter with a bundle of hit points that can heal itself and slug it out with your opponent's Pokémon toe-to-toe without giving them an easy knockout.

Given that Regigigas will be sacrificing benched Pokémon to recover hit points and attach energy, it is important that it gets a fast start with some one-hit knockouts to make up for the prizes it will be giving. But if it misses the fast and stalls, just be prepared to play hard to make it win for you.

TRAINER
Poké Healer +
You may play 2 Poké Healer + at the same time. If you play 1 Poké Healer +, remove 1 damage counter and a Special Condition from 1 of your Active Pokémon. If you play 2 Poké Healer +, remove 8 damage counters and all Special Conditions from 1 of your Active Pokémon.

TRAINER
Time-Space Distortion
Flip 3 coins. For each heads, search your discard pile for a Pokémon, show it to your opponent, and put it into your hand.

That is just about all we have space for in this issue. There is just time to tell you that the date for UK Nationals 2009 has just been confirmed as 30 May. More details on finalised dates and venue when we have them but let's just say that it could be in a very exciting place indeed!

ONE REGIGIGAS TO RULE THEM ALL DECK LIST

16 Pokémon
2 x Regigigas (Stormfront #9)
1 x Regigigas (Legends Awakened #37)
1 x Regigigas LV X (Stormfront #100)
3 x Uxie (Legends Awakened #43)
1 x Uxie LV X (Legends Awakened #146)
1 x Palkia (Majestic Dawn #11)
1 x Palkia LV X (Great Encounters #106/ Black Star Promo DP18)
1 x Azelf (Legends Awakened #19)
2 x Unown G (Great Encounters #57)
1 x Poochyena (Legends Awakened #116)
1 x Mightyena (Legends Awakened #66)
1 x Lunatone (Great Encounters #76)

29 Trainers/Supporters/ Stadium
4 x Pokehealer
4 x Switch
4 x Roseanne's Research
1 x Luxury ball
4 x Felicities Drawing
2 x Plus Power
2 x Snowpoint Temple
4 x Premier Ball
1 x Night Maintenance
2 x TSD
1 x TM Devoluter

14 Energy Cards
4 x Water Energy
4 x Fighting Energy
4 x Basic Metal Energy
2 x Multi Energy
1 x Basic Dark Energy

Finally, we can also tell you that the next Pokémon Pre-release will be over the two weekends from Saturday 31 January to Sunday 8 February. Watch the Pokémon Organised Play website for more details at, www.go-pokemon.com/op

MAKE and do!

Get lots of presents for Christmas? Well now you can give a 'thank you' card for your favourite one!

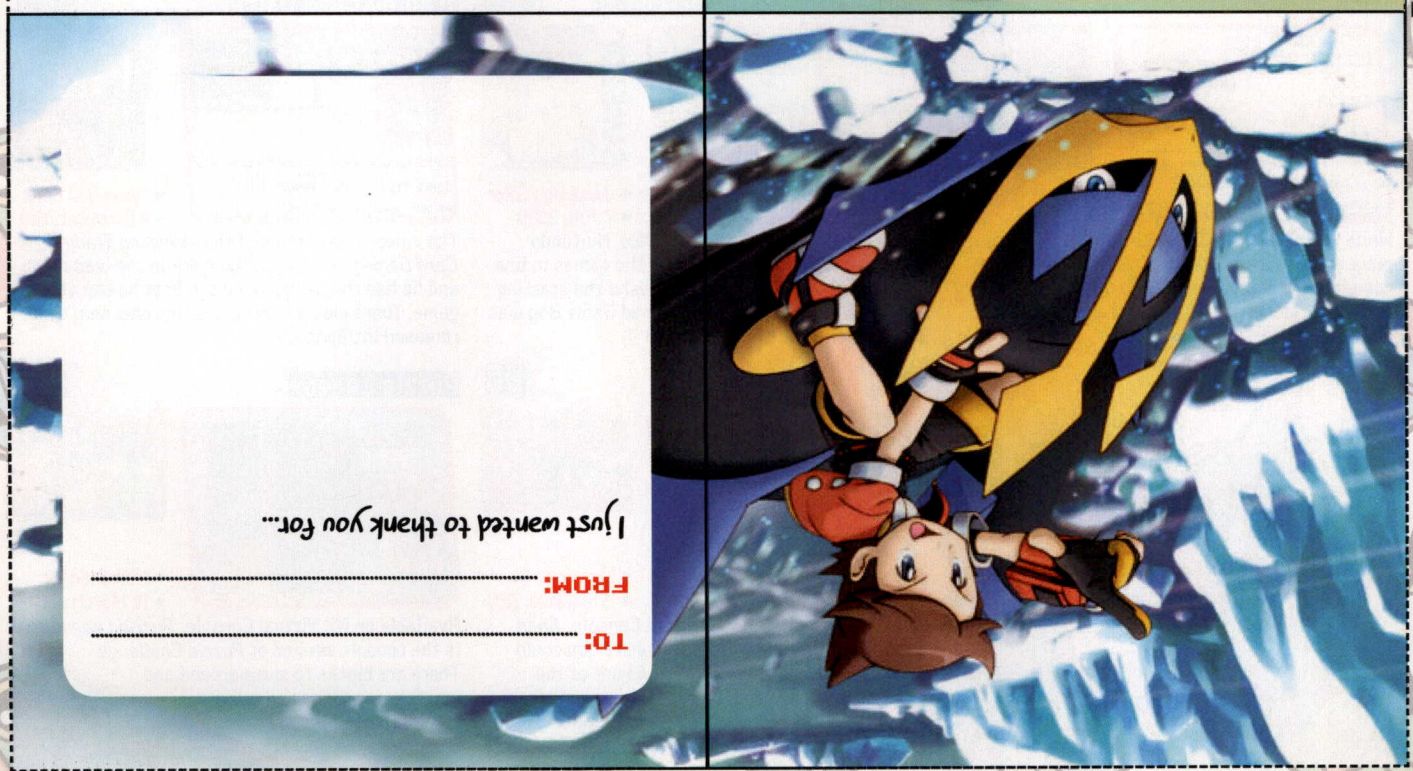
If you were lucky enough to get more than one present, why not photocopy this page and get lots of cards to make and give away?

LINE B

LINE A

POKÉMON WORLD

WWW.POKEMONFACEOFF.COM



I just wanted to thank you for...

TO: .....

FROM: .....

1. CUT OUT THE CARD ALONG THE DOTTED LINES.
2. NOW FOLD ALONG LINE A FOLLOWED BY LINE B.
3. NOW WRITE YOUR MESSAGE AND POP IT IN THE POST!

POKÉMON GAME ROUNDUP!

We often get letters and emails from you, dear reader, asking about older Pokémon games. "Should I buy Pokémon Emerald from a car boot sale?", "My friend has a copy of Pokémon Box, is it any good?" – that kind of thing. Well, here is a roundup of reviews for every Pokémon game, just for you...

Pocket Monsters Green

NOT REVIEWED

- Game Boy
- 27 February 1996

Released with the *Red* game in Japan was *Pocket Monsters Green*, but when it came to translating the game into English Nintendo decided to improve on the game and create *Pokémon Blue* instead, so these Japanese originals are rare!

Stadium

7/10

- Nintendo 64
- 7 April 2000

Japan had two versions of *Stadium*, the first released for the failed Nintendo 64DD format with only 42 Pokémon. An updated game was released in the rest of the world with all 151 Pokémon intact. It's all about battling!

Pinball

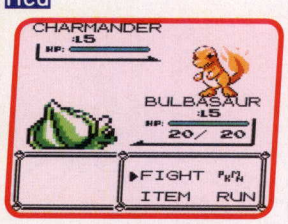
7/10

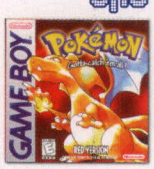
- Game Boy Color
- 6 October 2000

A spin-off from *Red* and *Blue*, this pinball simulator uses a Pokéball and has Pokémon-themed tables galore! As you score points you catch Pokémon, with the objective to 'catch 'em all', of course!

Red

8/10





- Game Boy
- 1 October 1999

With *Blue*, the first Pokémon game to ever hit the Western world, and they were revolutionary! Set in the world of Kanto, the games follow the character Red on his quest to master Pokémon battling. The anime is based on these games.

Puzzle Challenge

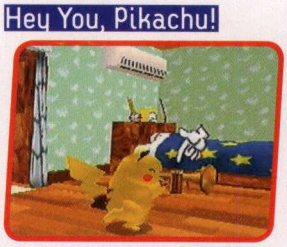
8/10

- Game Boy Color
- 15 June 2000

Based on the puzzle game *Panel de Pon*, *Puzzle Challenge* sees you beating the Johto Pokémon leaders as you frantically move blocks about to line up similar shapes and colours. This game is quite rare as not many people bought it!

Hey You, Pikachu!

5/10

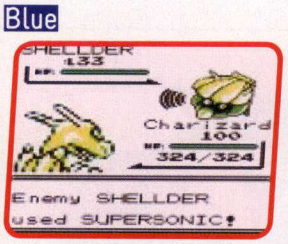


- Nintendo 64
- 6 November 2000

Coming with a microphone called the N64 Voice Recognition Unit (or VRU), players could actually talk to Pikachu in the game, while picking up objects and generally messing around with Pokémon. Not great, but worth checking out.

Blue

8/10



- Game Boy
- 1 October 1999

While both *Blue* and *Red* are independent games, players must trade between the two to fully complete the Pokédexes. Little did Nintendo know that these games would spawn a million-dollar brand!

Yellow: Special Pikachu Edition

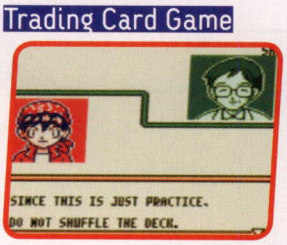
9/10

- Game Boy Color
- 7 July 2000

Yellow is a remake of *Red* and *Blue*. Nintendo updated many features to bring the games in line with the anime, like making Pikachu the starting Pokémon. A special *Yellow*-themed Game Boy was also launched at the same time!

Trading Card Game

8/10



- Game Boy Color
- 8 December 2000

The videogame version of the *Pokémon Trading Card Game* put a guy called Mark in the lead role, and he had the desire to be the best he can at the game. There was a sequel, but this was only ever released in Japan.

Snap

7/10

- Nintendo 64
- 15 September 2000

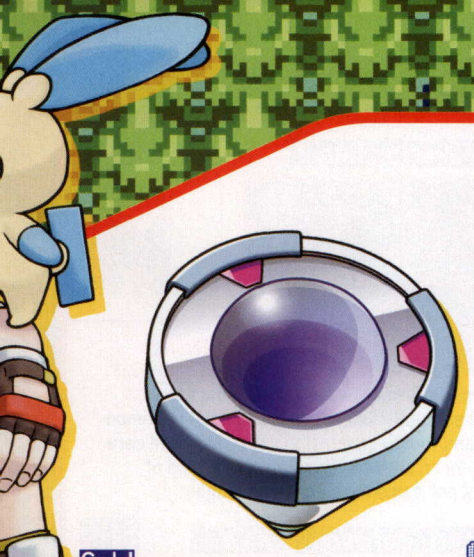
Now available on the Wii Virtual Console, *Snap* was a fun Nintendo 64 release where you could hunt down and snap pictures of 63 out of the original 151 Pokémon. The new Wii version allows players to send pictures taken in the game to friends via the Wii Message Board. Cool!

Puzzle League

7/10

- Nintendo 64
- 16 March 2001

Available on Wii Virtual Console, *Puzzle League* is the console version of *Puzzle Challenge*. There are blocks to swap around and you line up shapes and colours. It's all themed around the cartoon series.

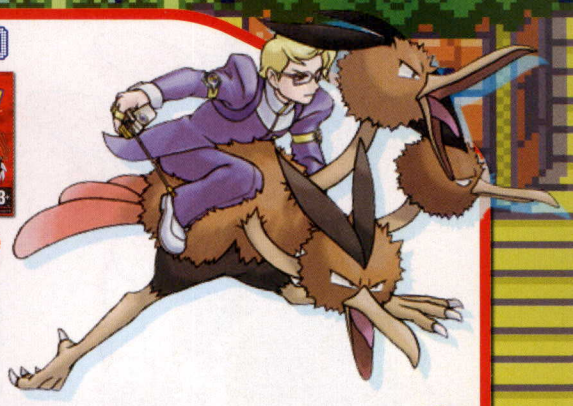


Ruby

8/10

- Game Boy Advance
- 25 July 2003

The start of the third generation and now there are 386 Pokémon to catch! With Treecko, Mudkip or Torchic as the starter Pokémon and the adventure set in Hoenn, it's a familiar story of collecting Gym Leader badges and battling.



Gold

8/10

- Game Boy Color
- 6 April 2001

Starting the second generation of Pokémon games, *Gold* and *Silver* took place in a new region, Johto, and were backward compatible with the first-generation Game Boy games. Players meet Professor Elm to choose their starter Pokémon.

Sapphire

8/10

- Game Boy Advance
- 25 July 2003

The rival in the *Ruby* and *Sapphire* games is the opposite gender to the one you choose, and is more friendly than in previous games, giving you help and items on your adventure. Watch out for Team Magma and Team Aqua!

Colosseum

7/10

- GameCube
- 14 May 2004

With backward support for third-generation Game Boy *Pokémon* games, *Colosseum* is a GameCube *Pokémon* RPG with full 3D graphics. All 386 Pokémon of its time are in the game, some of which aren't available on the Game Boy!

Silver

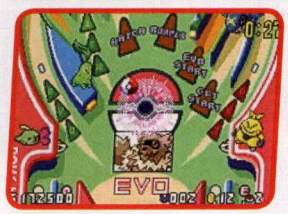
8/10

- Game Boy Color
- 6 April 2001

With Chikorita, Cyndaquil or Totodile as starters, it's not long before players meet Professor Oak who introduces the new Pokédex. The games have 100 new Pokémon to collect, including new rare Shiny Pokémon with better stats.

Pinball: Ruby & Sapphire

7/10



- Game Boy Advance
- 14 November 2003

Updated version of the original *Pokémon Pinball* game and this time on Game Boy Advance. There are two play boards to choose from: Ruby Field and Sapphire Field and scoring points is the order of the day, along with catching Pokémon.

FireRed

8/10

- Game Boy Advance
- 1 October 2004

Coming with a Game Boy Advance Wireless Adaptor to allow Pokémon to be transferred through the air, *FireRed* and *LeafGreen* are remakes of the original *Red* and *Blue* games with enhanced features and graphics.

Stadium 2

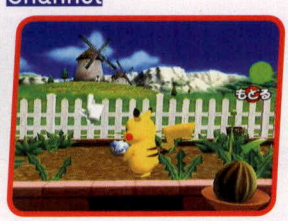
6/10

- Nintendo 64
- 6 October 2001

251 Pokémon this time and lots of battling, researching, organising and playing options for your monster collection. The game was compatible with all *Pokémon* Game Boy games and Pikachu was a secret character if *Yellow* was connected.

Channel

5/10



- GameCube
- 2 April 2004

Another spin-off title, this time for GameCube and seen by many as the sequel to *Hey You, Pikachu!*. It's a virtual pet game where you get to play around with Pikachu and a TV channel where you can see the *Pichu Bros In Party Panic* show!

LeafGreen

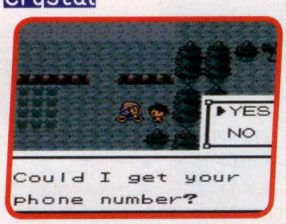
8/10

- Game Boy Advance
- 1 October 2004

Once the main game and a side quest has been completed, both games become compatible with a wide range of other Pokémon games for transferring – *Ruby, Sapphire, Emerald, Colosseum, XD: Gale Of Darkness* and *Box*!

Crystal

7/10



- Game Boy Color
- 1 November 2001

An updated version of *Gold* and *Silver*, *Crystal* was the first *Pokémon* RPG to allow players to choose their gender at the start. A new sub-plot with Suicune and a man called Eusine was added too. Interesting!

Box: Ruby & Sapphire

8/10

- GameCube
- 14 May 2004

Not so much a game as a storage device for keeping on your caught Game Boy Pokémon together on a GameCube memory card. It came bundled with a *Colosseum* Mega Pack and black GameCube and allows Pokémon from *Ruby, Sapphire, FireRed, LeafGreen* and *Emerald* to be transferred using a special cable.

Dash

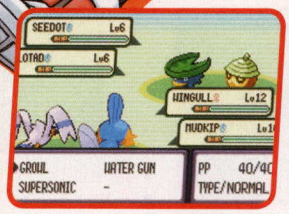
5/10

- Nintendo DS
- 11 March 2005

Two firsts here – the first ever *Pokémon* racing game, and the first *Pokémon* game to appear on the Nintendo DS. Players must use the stylus to control the Pokémon and get them to each checkpoint before the competition. It has a special option where by inserting old *Pokémon* games you can make new courses!

Pokémon Game Roundup

Emerald — 7/10



- Game Boy Advance
- 21 October 2005

Emerald is a remake of *Ruby* and *Sapphire* with lots of enhanced features and changes. One of the main changes is the way double battles work. In the early games they were clearly marked, but now they happen more intermittently.

XD Gale Of Darkness — 6/10

- GameCube
- 18 November 2005

Set in the land of Orre with the star being a chap called Michael. He meets Professor Krane who teaches him all about Shadow Pokémon. This GameCube adventure has trading and battle modes that are compatible with all GBA games.

Link! — 7/10

- Nintendo DS
- 28 April 2006

Called *Pokémon Trozei!* everywhere but Europe, this DS puzzle game is all about connecting groups of four Pokémon icons together to score points. It introduces Lucy Fleetfoot and the enemy is the Phobos Battalion.

Mystery Dungeon: Blue Rescue Team — 6/10

- Nintendo DS
- 10 November 2006

Nintendo loves to bring out duets of Pokémon games, and this first *Mystery Dungeon* release was coupled with the last ever Game Boy *Pokémon* game. It's a fun adventure where you get to become a Pokémon and rescue others from danger.

Mystery Dungeon: Red Rescue Team — 7/10

- Nintendo DS
- 10 November 2006

The last time *Pokémon* was ever released on a Game Boy format, and this version looks pretty much the same as its DS counterpart. There are six Pokémon exclusive to each game, with others unlockable through Wonder Mail missions.

Ranger — 8/10

- Nintendo DS
- 13 April 2007

Set in the Fiore region where you take on the role of a Pokémon Ranger and must use a Capture Styler to grab Pokémon. This is done by drawing circles around them on the DS touch screen with the stylus. A unique and fun game.

Diamond — 9/10

- Nintendo DS
- 27 July 2007

The first proper Pokémon RPGs for the DS and packed with brand new features as well as enhancing old ones. Set in the region of Sinnoh, there is internet connectivity through the Nintendo Wi-Fi connection.

Pearl — 9/10

- Nintendo DS
- 27 July 2007

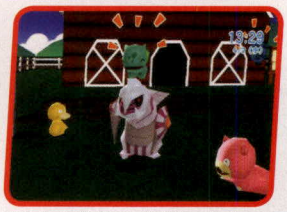
107 new Pokémon are crammed into the two games and there are lots of features that make use of the DS capabilities. Day-to-night cycles, touch screen mini-games, blowing on the microphone to clear dust – all very cool!

Battle Revolution — 7/10

- Wii
- 7 December 2007

A *Pokémon* game for the next generation of home consoles, *Battle Revolution* has the great feature of allowing you to upload your caught Pokémon from *Diamond* and *Pearl* and battle them in glorious 3D. There's not much more to it than that though, making us look forward to the first proper Wii *Pokémon* RPG all the more!

My Pokémon Ranch — 6/10



- WiiWare
- 4 July 2008

Pokémon's first WiiWare game, and a fun sideshow really where you can upload Pokémon from any fourth generation game, play and care for them on a ranch. Think of it as a kind of virtual pet game with Pokémon – again.

Mystery Dungeon: Explorers Of Time — 9/10

- Nintendo DS
- 4 July 2008

Two sequels to the *Pokémon Mystery Dungeon* games with enhancements all round. This time *Diamond* and *Pearl* Pokémon appear, there are improved Wi-Fi features, more touch-screen use and less emphasis on rescuing.

Mystery Dungeon: Explorers Of Darkness — 9/10

- Nintendo DS
- 4 July 2008

Only 491 out of the total 493 Pokémon are in these new games as Shaymin and Arceus had not been officially unveiled when the games were made. There's a 21-minute TV special to accompany them.

Ranger: Shadows Of Almia — 9/10

- Nintendo DS
- 21 November 2008

Set in the new region of Almia and featuring fourth-generation Pokémon this is a whole new Ranger experience, but maintaining the cool 'running rings around Pokémon' gameplay. There's a new team of villains too – Team Dim Sun!

Battrio — NOT REVIEWED

- Arcade
- Japan only

And yes, Pokémon has also made an appearance in the arcades, albeit only in Japan. *Pokémon Battrio* looks like lots of fun and has players battling it out using special pucks to control their teams of monsters. It's aimed at 6-12-year-olds with lots of collectable items and bonuses to keep players coming back for one more go!

POKÉ PUZZLES

The Rise Of Darkrai Crossword!

Have you seen the new *Rise Of Darkrai* movie DVD yet? Here's a crossword to test your knowledge...

Across

2 The Legendary Pokémon at the centre of the movie. (7)

6 Legendary Pokémon from the *Pokémon Diamond* game that fights with another Legendary cover star. (6)

9 The twin towers that dominate the town in the movie. (9,6)

10 The town in *The Rise Of Darkrai* is famous for its beautiful _____. (7)

Down

1 The other Legendary Pokémon from *Pokémon Pearl*. (6)

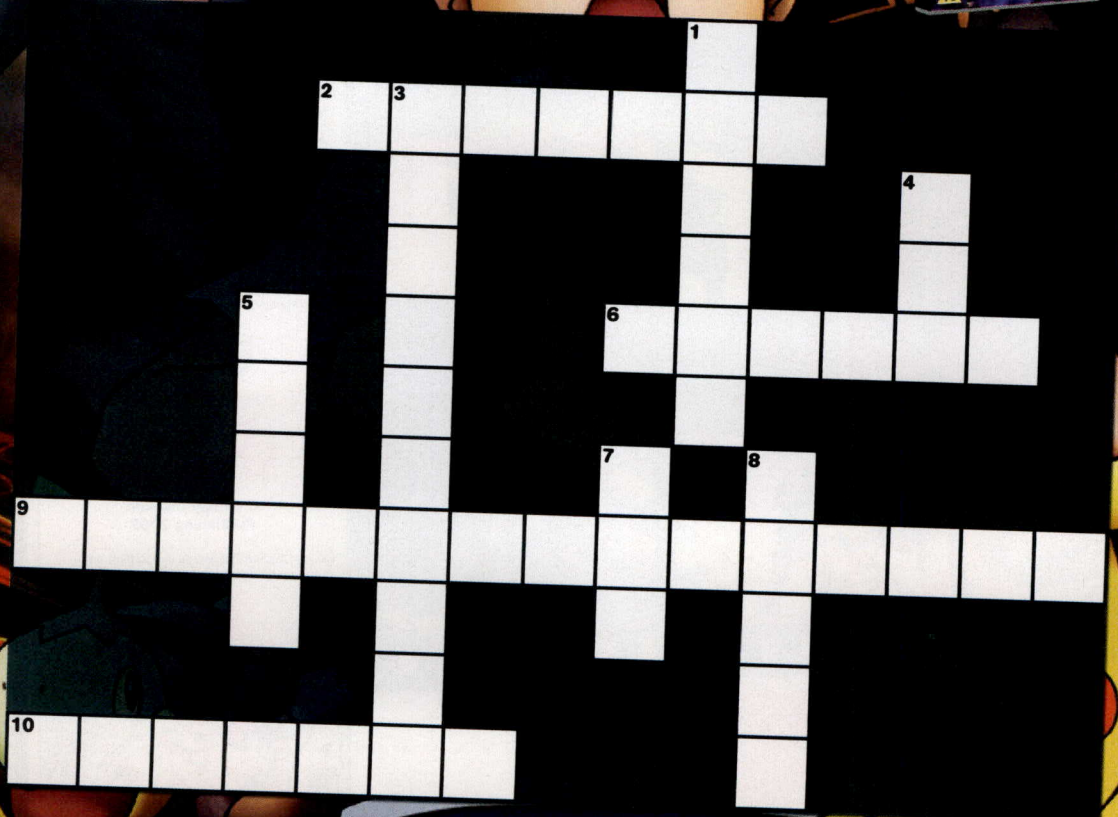
3 The town that Ash, Brock and Dawn travel to at the start of the movie. (6,4)

4 What kind of weather descends on the town in the movie? (3)

5 The name of the girl that Ash meets at the start. (5)

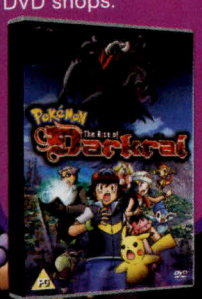
7 The number of this *Pokémon* movie. (3)

8 The character that researches the events that have happened in the town. (5)



LOOK!

The Rise Of Darkrai is available on DVD now from all good DVD shops.



ANSWERS TO LAST ISSUE'S PUZZLES...

Explorers Of Darkness Spot the Difference

Bug Pokémon Sudoku

Ace Anagrams

Lamp Unit = Platinum, Peachy Monk Morn = My Pokémon Ranch, Reflexes Riot Mop = Explorers Of Time, Relivable Nut Toot = Battle Revolution, Salami Dash Woof = Shadows Of Almia.

Unscramble the Pokémon Game

It was Shadows Of Almia!

Monster Splicer

It's Happiny and Riolu.

Pokémon Cartoon Wordsearch

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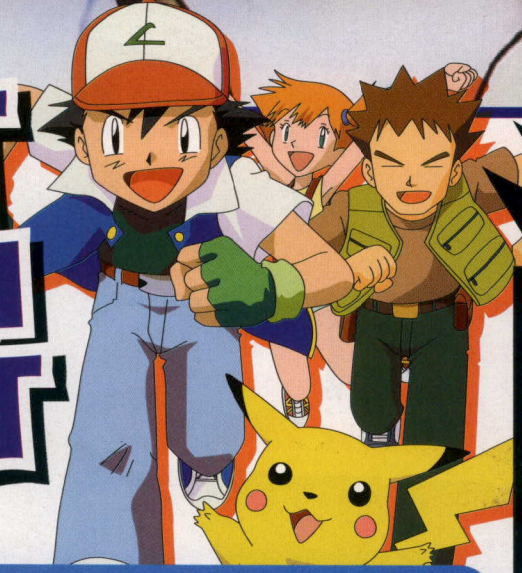
GREAT POKEMON MOMENT



13 GREAT POKEMON MOMENT

We First Heard the Battle Frontier Theme

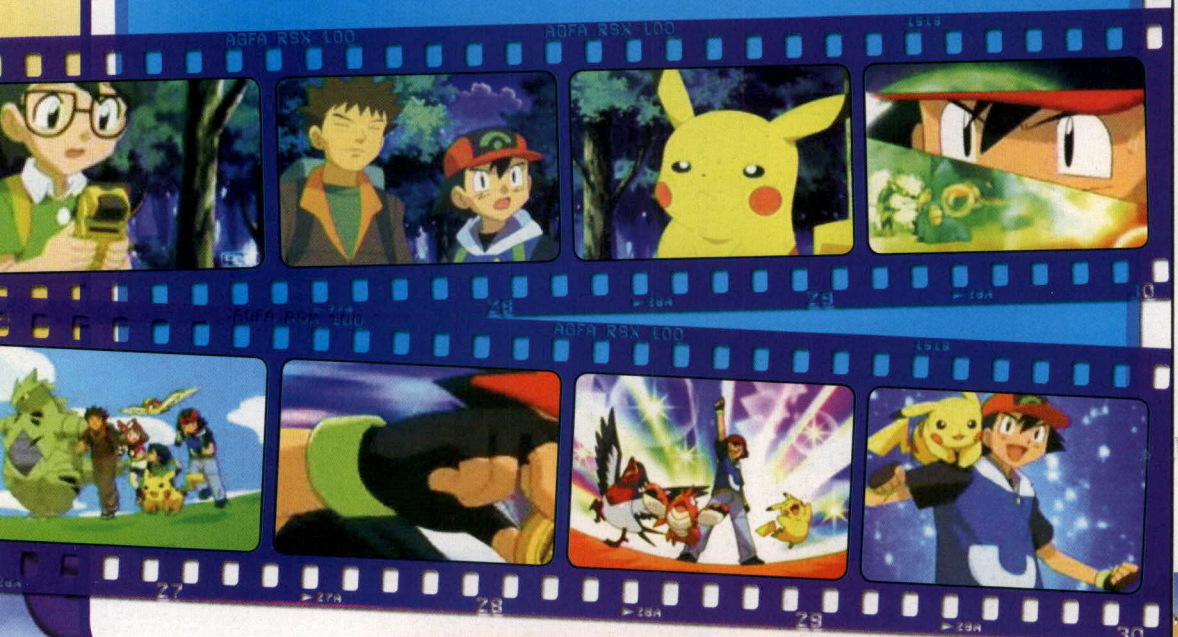
The ninth season of the Pokémon anime series, *Pokémon: Battle Frontier* has a really cool theme song that we just love at Pokémon World – here are the lyrics...

Pokémon!
It's a battle, win or lose
It's the friends you make, it's the road you choose
You've got the right stuff
So make your mind up
Find the courage inside of you
If you're strong you'll survive
And you'll keep your dream alive
It's the Battle Frontier

Pokémon!
Be the best you can be
And find your destiny
It's the master plan
The power's in your hand
Pokémon!
You've got the
Strength to win it
So stay in it
If you're smart you can take it all
If you're strong you'll survive
And you'll keep your dream alive
It's the Battle Frontier

Pokémon!
Be the best you can be
And find your destiny
It's the master plan
(It's the master plan!)
The power's in your hand
Pokémon!

Great, eh? As the song plays, we get to see a Phanpy belonging to Ash evolve into a Donphan and May receives an egg that then hatches into an Eevee.



Grab the February issue of your favourite Pokémon magazine on 5 Feb in all good newsagents!

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Printed by...

William Gibbons
26 Planetary Road
Willenhall
West Midlands
WV13 3XT

Distributed by...

Seymour Ltd
2 East Poultry Avenue
London
EC1A 9PT
Tel: 0207 429 4000

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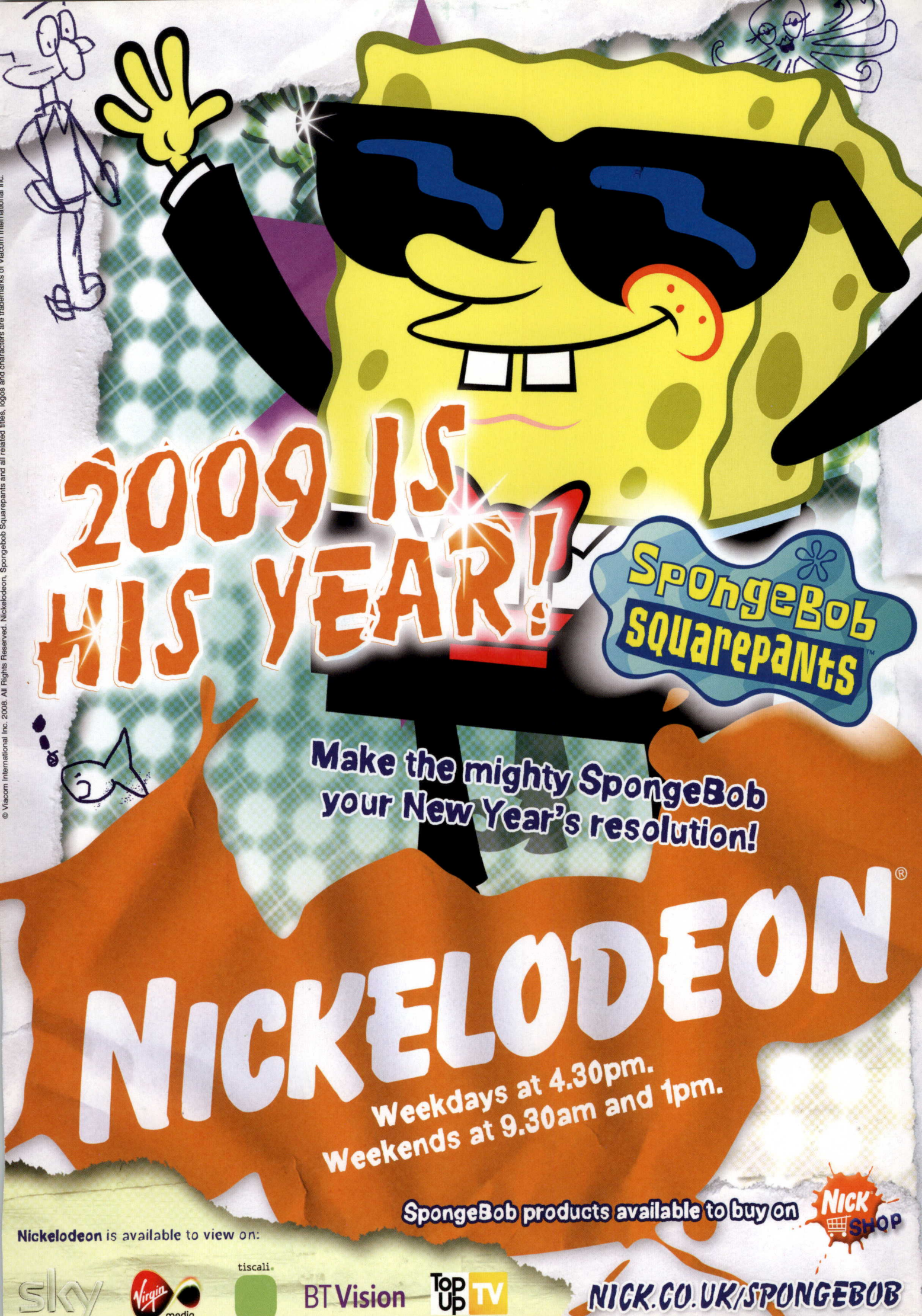

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